

# WARGAMES JOURNAL



Mortal Enemies



Gladiators!



Battle Report

## THE FRENCH INDIAN WAR

Modifications to the LotOW skirmish rules inside this issue.



Generals



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## GLADIATORS!

Tom Hinshelwood's current Roman phase continues with this set of fast play skirmish rules for gladiator duels entitled, not unsurprisingly, Are You Not Entertained!



## MORTAL ENEMIES

Neil Fawcett's recently had painted some great Vendel fantasy miniatures and we couldn't resist using them for this Middle Earth inspired game of Warhammer between Elves and Dwarves.



## THE BATTLE OF WESTPORT

This American Civil War scenario is for use with the Fire and Fury rules. Submitted by one of our Canadian readers it covers the battle some called the "Gettysburg of Missouri."

## BATTLE REPORT

## BRUSH STROKES

## OGLEDOW!



We dip into the Wargames Journal archive this month to bring you a riproaring Napoleonic battle report from 1809. This article covers the demise of Neil Fawcett's Austrian Army as the French roll over it.



It's the Seven Years War all the way for Dave Robotham this month as he puts on another painting master class in Brush Strokes. Three figures get his treatment using the Foundry Paint System.



The biggest and baddest of the Nazi armour is the focus of this scenario supplied by Rapid Fire author Richard Marsh. A detailed map and orders of battle for the Rapid Fire rules give you all the background you will need.



**NOTE:** This new double page spread version of the magazine is best viewed using what Adobe Acrobat calls “Facing” layout. Once you have opened the PDF you should click the View tab on the menu bar and then choose Page Layout and from the next set of options select Facing.

### THE THREE GENERALS

We’ve gone all historical with these three mini-articles having a look at three famous (possibly infamous!) generals from antiquity. Marc Anthony, Hannibal and Leonidas all get the WJ treatment.



### FLIGHT OF THE EAGLE

The penultimate part of the Lost Century campaign arrives with the beleaguered legionnaires attempting to battle their way across a bridge held by German warriors.



### LEGENDS OF THE FRENCH INDIAN WAR

Dave Robotham takes a break from painting to pen an article about one of the most enthralling periods in American history. We provide amendments for Games Workshop’s Legends of the Old West rules.



## IN FOCUS:

*54mm Airfix ECW*

*The Black Widow*

*Charger!*

*Arthurian Antics*

*Pulp Fiction*

*Airfix ‘Sunderland’*

*Gang Warfare*

*6mm Adler Bavarians*

## REGULAR ARTICLES

**Editor’s Column**

**Guest Column**

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# WJ GOES INTO PRINT

## WITH A HUGE OPENING OFFER!

Here at Wargames Journal we've been amazed at the response to the PDF magazine that we launched last November. Between them the November to March issues have now been downloaded a staggering 500,000 times across the world and the demand for a print version has been huge....so huge in fact that we can't ignore it.

So we're doing just that: we're delighted to announce that Wargames Journal is going into print. We'll be producing a **100 Page magazine** - certainly the UK's biggest wargames publication and we daresay a few other countries as well - that's every bit as graphically rich as the PDF you've all been downloading in such enormous numbers for the last few months, packed with articles and every page in glorious **Full Colour**.

**Priced at £3.95** (plus P&P), Wargames Journal will be printed monthly and available to buy exclusively through [www.wargamesjournal.com](http://www.wargamesjournal.com). There will also be great value 6 and 12 month subscription packages. With all this on offer we don't think you'll get the value that Wargames Journal will give anywhere else.

But we don't expect you to part with £3.95 an issue without showing you we mean business first and that we'll deliver what we promise. So, the first issue of Wargames Journal will be a **Sampler issue - 48 full colour pages** packed with articles and features and we're offering it at **just £1.00 plus P&P!** Our Sampler issue ships in the first week of June and we think you'll agree after seeing it that WJ is well worth £3.95 a month and that you'll want to take out a subscription. You can **order your Sampler now in our new online Shop**. Don't delay - at this price there are a limited number of copies available and you won't want to miss out!

We welcome advertising in the print version of Wargames Journal and have put together some very attractive rates for our Sampler issue that can be downloaded here. There's limited advertising space

available so early booking is advised.

Does this mean an end to free content on [WargamesJournal.com](http://WargamesJournal.com)? Absolutely not. Whilst April will be the final PDF magazine, Wargames Journal's online content will continue to be free. We'll be adding articles each month that won't be featured in the magazine and Tom Hinshelwood will ensure the web site is loaded with quality content.

And it doesn't stop there - we'll shortly be adding a discussion forum to Wargames Journal. If there's one thing we've learned about wargamers during the three plus years of Wargames Journal's existence it's that you all like to talk to each other. So, with tens of thousands of you logging on each month you'll have the means to do just that. With the new magazine on the way for a start, there'll be plenty to discuss!

And we've got even more things planned for the future - keep checking back to Wargames Journal for more announcements, including an online Gallery where you can post pictures up for the wargaming world to see. Wargames Journal is well and truly on the move and here at HQ we're very excited about what the future holds. We hope you'll want to come on board for the ride.





# CLASSIC IMAGES

Another Airfix blast from the past



*This magnificent aircraft is one of Airfix's finest model kits and is still available in 1/72nd scale – [www.airfix.com](http://www.airfix.com)*

The Short Sunderland was one of the finest flying-boats ever built and it served with Royal Air Force Coastal Command for 21 years. A development of the Short Empire flying-boats, the Sunderland was designed to a 1933 Air Ministry specification for a long-range general reconnaissance and anti-submarine patrol flying-boat to replace the biplanes then in service. The prototype first flew in 1937 and production Sunderlands entered service in 1938.

At the outbreak of the Second World War three squadrons of Sunderlands were operational with Coastal Command. The type showed its worth on September 18th 1939, when two aircraft from 204 and 228 Squadrons rescued the entire crew of 34 from the sinking freighter "Kensington Court" off the Scilly Isles, the rescued men all being back on land within an hour of being torpedoed. As the war continued, Sunderlands were used increasingly against U-boats. The 2,000lb bomb-load was carried internally, the bombs, mines or depth charges being run out through the side of the hull on rails for dropping. No fewer than 10 machine guns in three power-operated turrets were carried (seven being fitted to the MkIII) and the formidable firepower presented by these weapons earned the nickname "Flying Porcupine" from the Germans.

On one occasion a single Sunderland was attacked by eight JU 88s and shot down three of them, damaged a fourth and drove off the remainder. Sunderland production ceased in 1945 - 739 aircraft being completed - although the type continued in regular service with the RAF being used on the Berlin Airlift and during the Korean War. On anti-terrorist operations in Malaya, Sunderlands normally carried 200 fragmentation bombs.

The Sunderland III, of which 456 were built, was powered by four 1,065 hp Bristol Pegasus XVIII engines giving a maximum speed of 210 mph and a cruising duration of 12 hours. A crew of 13 was carried. Wing span 112ft 9 1/2 in, length 85ft 4in, height 32ft 10 1/2in.



# BRUSH STROKES



## INTRODUCTION

*I decided it was time to tackle something a bit more "Horse and Musket" this issue so I purchased some Foundry Seven Years War figures and decided at the same time to make this very much a "Foundry" experience.*

*I have recently purchased the Foundry Paint System to add to my collection of paints and so I shall take you through how I used their paints to paint their figures for Wargames Journal. I chose a Dismounted Prussian Cuirassier, A Prussian Fusilier Officer and a Russian Artillery Gunner. So I cleaned up and assembled my Foundry miniatures, organised my Foundry paints, put on my Foundry cap, picked up my Foun... Windsor and Newton paint brushes and started work...*

## PRUSSIAN CUIRASSIER

### Step 1

After Undercoating the Cuirassier with black primer I started by painting his skin using the Foundry Flesh(5) colour. I started with Flesh shade A and then used the Flesh base colour making sure I left the shade colour in the recesses... around the nose eyes and lips. I then used the Flesh light C for the final highlights along the bridge of the nose, cheek bones and chin. The eye sockets were left black.

the skin I applied the three tones (a,b &c). I must admit at this point I did forget to paint his gloves... But it was easy enough to catch up when I noticed...

The eyes were finished by painting the thin stripe across the black and then a black dot was painted in the centre. Always try to make sure that the dot used for the iris touched the top and the bottom of the white of the eye, essentially dividing the white. Otherwise you end up with a miniature that is wide eyed with surprise and that looks a bit odd.

Whilst painting each colour I always tried to make sure my paint was thinned to ease the flow from the brush onto the figure, but not to the normal extent. Due to the nature of the three colour system you are not looking for totally smooth blends between colours.



### Step 2

Next up was the main colours of his uniform. I went with the Foundry colour Canvas(8). Using the same ideas as with





# 28mm Scale "Seven Years' War" By Dave Robotham

## Step 3

The second main colour on the figure is red and I have another confession here. Although I did use the Foundry Bright Red(15) colours I replaced the shade(a) with Vallejo Flat Red. I believe the Vallejo colour is better formulated and covers much better than the Foundry colours.

Much the red parts of the figure require fine detail work so I would suggest using a 0, 00 or 000 size brush. Where I painted the red stripes on the edges of his jacket I went back over several areas with a very fine brush and black paint to re-define the break in colour from red to canvas.



## THE FOUNDRY PAINTS

Throughout this article I will be referring to many different Foundry paints and it may well get quite confusing so what follows is a quick run down of how the colours are labelled.

Whenever I just refer to a name like Buff Leather(7) I am referring to all three colours that make up the triad. The number is simply the paint's number in the range.

Any colours marked "shade" or tagged with the letter "a" like "Buff Leather shade(7a)" are the shade colours and are normally painted onto the miniature first.

Any colours tagged with the letter "b" and without any other description like "Buff Leather(7b)" are the base colours and painted in between the shade and highlight levels.

Any colours marked "light" or tagged with the letter "c" like "Buff Leather light(7c)" are the highlight colours and are normally painted onto the miniature after the first two colours.





# BRUSH STROKES



## Step 4

For this stage I painted all the white areas using Arctic Grey(33) which actually ends up as white... This was relatively quick as there were not as many straps and belts as I was expecting.



## Step 5

Although it may not look it, the figure was almost finished. The Tri-corn, Boots, Cuirass, and some of the pouches were painted in Charcoal Black(34) whilst the gun stock was painted with Spearshaft(13). I painted the highlights in thin lines to simulate wood grain.

Any metal areas were painted using Chainmail(35a) and highlighted with Spearpoint(35c). I missed out the middle colour in an attempt to make the contrast between shade and highlight even more pronounced.

Okay, this is the final confession (I promise)... I used Games Workshop's Dwarf Bronze as the base colour for the sword hilt, and highlighted this with Games Workshop's Shining Gold. For the final highlight I used the Foundry paint Shiny(36c). The Cuirassiers hair was painted using Ochre(4).





# 28mm Scale "Seven Years' War" By Dave Robotham

## PRUSSIAN FUSILIER OFFICER

### Step 1

Like the Cuirassier I started by painting his skin using the Foundry Flesh(5) colour



and then moved onto the main colour of the figure. In this instance I used Deep Blue(20).

### Step 2

I decided after painting the Cuirassier that I wanted to see what extending the three colours used in the painting of the ivory colour would achieve. To this end I started with Canvas shade(8a) and followed that up with the base colour canvas(8b). I then jumped over to Bone Yard(9b) and finished



off with Bone Yard highlight(c). This achieved a smoother colour transition but is not really necessary; I was just playing around with the colours...

### Step 3

Again I used Arctic Grey(33) on all the white areas of the figure and Charcoal Grey (34).

Now this next part doesn't count as or need another confession because I was just copying a previous technique. I used the same Games Workshop colours on this chap's sword hilt as I did on the cuirassier's hilt.

The rim on the officer's tri-corn was painted with Buff Leather(7) and his cane was painted with Spearshaft(13).





# BRUSH STROKES



## RUSSIAN ARTILLERY GUNNER

### Step 1

Again like the previous two miniatures I started by painting his skin using the Foundry Flesh(5) colour and then for the main colour of the figure I used the same colours as the cuirassier's red areas. This was Vallejo Flat Red and Bright Red(15b&c) for the highlights.

Painting red over a black undercoat is often a rather taxing experience. I suggest keeping your paint watered down and painting two or three coats to get a good vibrant colour.



### Step 2

This figure was much simpler and less detailed than the previous two to the extent that after the red was completed the only other large area of colour was the Black which was finished off with Charcoal Black(34).

I used Buff Leather(7) on his belt and strapping. For his hair I used Dusky Flesh(6). The gold belt buckle and other details were painted in the same manner

## BASING

I used the same Basing technique for all three figures. I started by painting the base with PVA glue and dipped them into sand. You can use almost any type of sand for this, I used Games Workshop's sand as this is what I had on my workbench at the time. Another Sand I like to use is sold from Timecast, their sand is finer so I find it better for smaller scale figures.

Once the PVA was dry I watered down Base Sand shade(10a) to the point where it was almost as thin as water. This allowed the paint to be brushed onto the sand with ease. When that was dry I drybrushed the base with Base Sand shade(10b) and then Base Sand light(10c).

I finished the base off by painting patches of PVA glue onto the base and then sprinkling patches of Games Workshop Static grass.



# EDITORIAL

## Exciting Times Ahead



By now you'll know that Wargames Journal is set for some huge changes, so it is with a load of excitement tinged only by the smallest touch of sadness that I write this, because it's the last PDF editor's column. It has been a great six months working on the magazine and I hope you, our readers, have enjoyed reading our work thus far. But things are going to get a whole lot better...

We've been as busy as a family of caffeine fuelled beavers working on the new Sampler Magazine and without giving too much away it looks great. In the PDF we have to optimise all the graphics and images to keep the size of the download as low as possible, but we have no such restrictions in print. In print everything looks light years better.

If you flick to Page 15 of this issue you can read more about the changes to Wargames Journal and what you can expect in the future. So, what have we got in the final PDF magazine then? Well, one hundred pages of great articles. Not enough detail for you?

All right, I'll be more specific: The Lost Century campaign is almost over and in this issue you can find the latest installment, entitled Flight of the Eagle. This time the Romans are on the attack and out to hack and slash their way across a bridge defended by elite German warriors. If you've been playing the scenarios sequentially, you'll be happy to know the Lost Century picks up some more reinforcement. It is called the Lost Century, and not the Lost Section, after all.

Our resident brush master Dave Robotham has modified Games Workshop's Legends of the Old West rules for the French Indian Wars and has prepared three warbands

to use in the period. Rangers, French Fur Traders and Indians all get the LotOW treatment.

We've got more rules in the form of a complete gladiator skirmish game for use in any scale. There are printable sheets for six different human gladiators and two ferocious animals to do battle with in Are You Not Entertained! Muttering "Spaniard" before a game actually helps you win.

What else do we have? The American Civil War receives the WJ treatment with a scenario supplied by one of our Canadian readers with Orbats for Fire and Fury. We also have a Napoleonic battle report, Brush Strokes (as ever), WW2 tank action, Warhammer in Middle Earth, and a look at three of history's most famous generals.

It's exciting times ahead for all of us at WJ and we hope for you too. We couldn't have done the PDF magazine these past six months without the feedback from our readers and we appreciate all the support you've given us. Wargames Journal in print will be just like WJ in PDF only better, prettier, and portable.

By the time you read this the new forum should be about ready to be released to the world and you'll be able to order the Sampler with a few clicks of your mouse. For a time at least I will be passing over the editorial reigns to Neil Fawcett for the print magazine while I concentrate on looking after the website.

Enjoy the magazine.

Tom Hinshelwood  
Online Editor of Wargamesjournal.com  
[tom@rebelpublishing.net](mailto:tom@rebelpublishing.net)

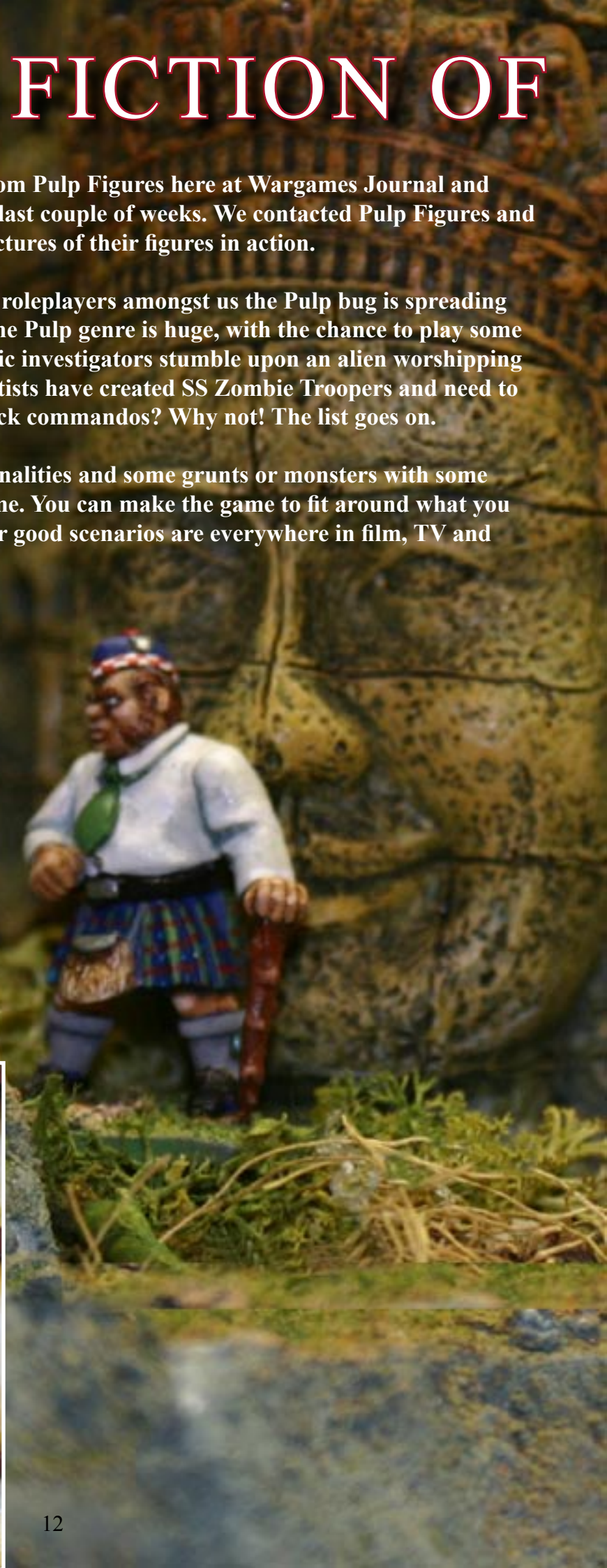


# THE FICTION OF

We recently fell in love with miniatures from Pulp Figures here at Wargames Journal and we've held a few fun Pulp games over the last couple of weeks. We contacted Pulp Figures and they very kindly sent us these beautiful pictures of their figures in action.

As there are some former Call of Cthulhu roleplayers amongst us the Pulp bug is spreading faster than margarine. The fun factor of the Pulp genre is huge, with the chance to play some truly original scenarios. A handful of heroic investigators stumble upon an alien worshipping cult in the woods? No problem. Nazi scientists have created SS Zombie Troopers and need to have their base blown up by a team of crack commandos? Why not! The list goes on.

Just a few interesting figures for the personalities and some grunts or monsters with some goals to achieve and you've got a Pulp game. You can make the game to fit around what you have miniature and scenery-wise. Ideas for good scenarios are everywhere in film, TV and literature.





# PULP!



There are some good free rules available from the Pulp Figures website ([www.pulpfigures.com](http://www.pulpfigures.com)), or what about just using your favourite set of skirmish rules with a few modifications? The Lord of the Rings Battlegame or Legends of the Old West are both simple games that lend themselves to customisation. Call Strength Brawn, Fate Luck and Courage Cool and you're away. Or any of the endless WW2 skirmish games with special rules for the heroic types bolted on.

Good Pulp games require a bit of pre-planning really, but the end result can be a cracking few hours' entertainment. Pillage your favourite stories, add a dash of creativity and stir in a hefty amount of suspension of disbelief and you'll be in for a good time.



# GANG WARFARE

*We have been playing around with these large scale science fiction figures for sometime now, working up a set of skirmish rules to go with them. The two gangs pictured here are from a larger set of figures which span multiple historical periods and range from the Bounty Hunters and Alien Lizard creatures you see here to Romans and Pirates.*





# Frequently Asked Questions

## Rebel Publishing's Plans Explained

*The popularity of our PDF magazine (over 500,000 downloads) and many requests for a paper version of Wargames Journal has brought some major changes. To better explain our plans for Wargames Journal, both as a print publication and an online resource for wargamers, we have created this simple FAQ document.*

### **Does the printed magazine mean an end to free content on wargamesjournal.com?**

Absolutely not. Whilst April will be the final PDF magazine, Wargames Journal's online content will continue to be free. We'll be adding articles each month that won't be featured in the print magazine and articles from the print magazine will be expanded upon via the web site. The web site will also allow us to deliver time sensitive information, such as when a trader informs us of new products, that can be written about on the web site.

We firmly believe that high quality content made available electronically is an important part of the wargaming hobby and as such we **WILL** continue to support it. Watch out for some very exciting developments in this area in coming months.

### **The PDF content looks so much better than web pages? Will we lose that?**

No. The articles that will be created specifically for the web site will be available both as web pages and also as creatively designed PDF documents. Instead of one large PDF magazine that needs to be downloaded, a reader can choose on an article-by-article basis what they want to acquire, archiving them on their home/work computer

### **What about the new Sci-Fi and Fantasy magazine - OVERWATCH?**

OVERWATCH currently comes with Wargames Journal but as of the end of May/early June the magazine will be available as a separate PDF download, and look out for more developments on the OVERWATCH front in the coming months.

### **What about the major changes to the web site you talked about in January?**

We'll shortly be adding a discussion Forum to Wargames Journal. If there's one thing we've learned about wargamers during the three plus years of Wargames Journal's existence it's that you all like to talk to each other.

Following the Forum we will roll out a comprehensive Gallery system that will allow members of the Forum to share images with other members, discuss the images via image-specific forum posts and also vote on what they see.

Longer term the web site will be enhanced to allow a visitor to theme the graphics content of wargamesjournal.com to better suit their own interests.

### **How does this change affect your writers?**

Well it makes them all much busier! For a short time Tom Hinshelwood (tom@rebelpublishing.net) will assume the role of Online Editor, controlling the web site as it transitions to its new format. Neil Fawcett (neil@rebelpublishing.net) will assume the role of managing the print version of Wargames Journal until Tom resumes his role as overall Editor. Dave Robotham (dave@rebelpublishing.net) continues as Editor of OVERWATCH and Stephen Rhodes (steve@rebelpublishing.net) will assume the creative control on both magazines. Katie Bennett (Katie@rebelpublishing.net) will become Administrator of the online and print magazines.

### **Can I write for you?**

We are actively looking for writers to create articles for the web site and print publications. Please contact Tom, Neil or Dave for more details and they will be delighted to email you a PDF Guide to submitting articles. The PDF contains info on writing style, formats for text and graphics and also rates of payment.



# WARGAMES JOURNAL



# MARC ANTONY

## The Troubled Commander

### INTRODUCTION

Of the Generals I could have chosen to write about I chose Mark Antony. Why? Well for a start I really liked the miniature (much better than Hannibal and Leonidas for sure...) but secondly because I knew who he was.

He was that chap who did some stuff with Caesar and some other "stuff" with Cleopatra, easy right? Well wasn't I in for a surprise when I actually started reading around the subject and discovered his entire story.

I found his story incredibly interesting and decided to share that story with you. However I faced a dilemma when it came to choosing a battle to look at, as Antony fought in many battles and commanded many armies, but not many of them are well known or documented. In the end I settled on his most famous battle.

The Battle of Actium was his most famous but not because of any great victory or heroics but because it was, ultimately, his undoing. His defeat at the Battle of Actium led to his death a year later and the death of Cleopatra.

I present to you the life of Mark Antony, a man who destroyed the republic...

Mark Antony was born in 83BC somewhere in Rome. His Father was the General Marcus Antonius and his mother Julia Antonia and through her Antony was also a distant cousin to Julius Caesar.

Mark Antony's early years can easily be described as "having a bit of a bender". During this time of drinking, gambling and "loving" he was said to have run up rather hefty

debts comparable to over one million pounds.

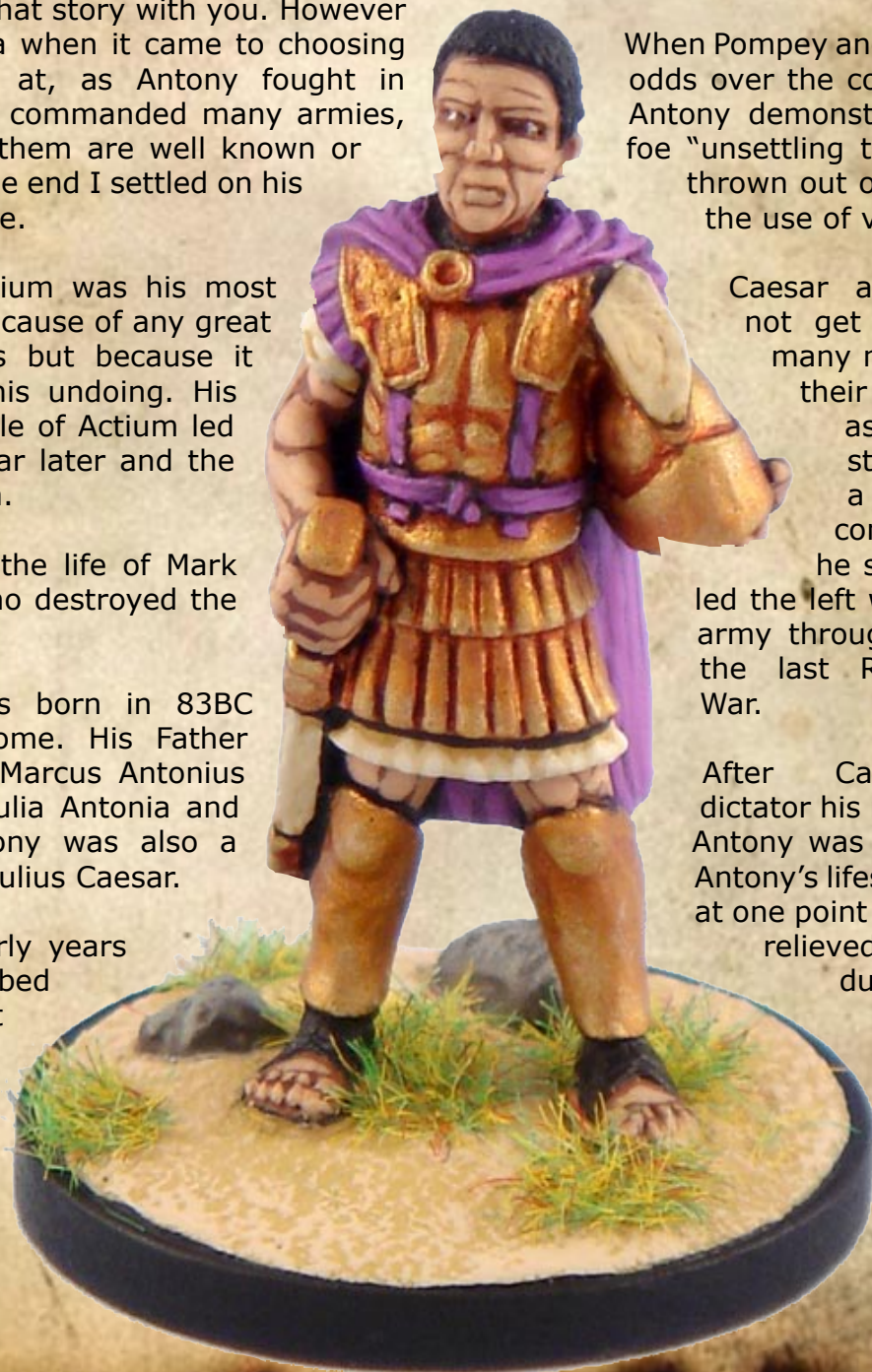
So as the only course of action left he fled Rome and took residence in Greece before being called into military service by Aulus Gabinius.

It was here that Antony's genes shone through. He proved to be an able soldier as a cavalry commander. And so it was that in 54BC Antony entered service in Caesar's armies stationed in Gaul. He still performed as a great commander in battle but his reckless and extravagant personality seemed to "unsettle" things wherever he went.

When Pompey and Caesar were at odds over the consular elections Antony demonstrated his talent for "unsettling things" by being thrown out of the Senate for the use of violence.

Caesar and Antony did not get on as well as many may believe, but their personalities aside, Caesar still recognised a great military commander when he saw one. Antony led the left wing of Caesar's army throughout what was the last Republican Civil War.

After Caesar became dictator his relationship with Antony was just as uneven. Antony's lifestyle and actions at one point led to him being relieved of all political duties and he did not speak to Caesar for two years. Yet throughout everything, Antony remained





very loyal to his once close friend Caesar.

After Caesar's death there was a power vacuum in Rome and it ended after yet more civil war, with the creation of the Second Triumvirate in 43BC. Gaius Julius Caesar Octavianus, Marcus Aemilius Lepidus and Mark Antony split the Empire between themselves with Antony ending up with Gaul. An uneasy peace had been reached and the Triumvirate forced the senate to confirm their power for five years.

The Republic was over and Imperial Rome had begun...and what a time that was to be.

The uneasy peace continued. I use the word peace here, but it wasn't really a peace, more a lack of war, a time during which the opposing factions prepared for a war that was all too inevitable. In an attempt to stabilise their alliance Antony married Octavia, the sister of Octavian. In a marriage that lasted 8 years Antony fathered two children, Antonia Major and Antonia Minor. The dominance of this bloodline was to continue as one of Antonia Minor's children, Claudius, later became Emperor of Rome.

In 38BC the Triumvirate was renewed for another five years and the fake peace



Octavian and Antony embarked on a war against Caesar's murderers. The bloody executions and inquiries only ended in November, 42BC. The two Battles of Philippi resulted in the deaths of Brutus and Cassius, Caesar's murderers. Antony's popularity was huge after the Battles of Philippi. Obviously this did not sit at all well with Octavian.

In 40BC Octavian and Antony met to re-divide the Roman Empire. This resulted in Antony in Control of the East and Octavian the west. Lepidus was given a sliver of Africa...

continued. During this next five year period Antony expanded the empire east and truly became the dominant figure in Rome. It was during this period that we fully introduce Cleopatra into the equation; even though they had met several times previously in 44 and 41BC it was now that Antony embarked on his famous affair with her.

Funded by Cleopatra's money, when troops promised to him by Rome did not materialise he was able to continue his wars in the East but he suffered huge defeats and lost most of his Egyptian army. Octavian had not been idle



either after the resignation of Lepidus; Octavian started a propaganda war against Antony and turned the aristocracy against him.

Cleopatra must have been completely besotted with Antony as again, funded by the Egyptian coffers he led armies east, but this time he was successful and Alexandria played host to a mock Triumph for Antony and it was here that he terminally ended his ties with Octavian and Rome.

Antony announced that Cleopatra's son (fathered by Julius Caesar) Caesarion was the legitimate son and sole heir of Julius Caesar. In 33BC the Triumvirate ended and was not renewed. A war of words and name calling ensued with all manner of accusations and horror stories thrown around by both sides. In 31BC the "politics" ended and the true 'Civil War' began.

A talented Roman General by the name of Marcus Agrippa successfully invaded Greece and shortly the provinces were under Octavian's control. Even though Antony had raised a huge army of nearly 30 legions and a massive naval force, Octavian's popularity caused the defection of many legions. Eventually the titanic struggle for the Empire ended with the Battle of Actium...

### **THE BATTLE OF ACTIUM**

The fleet of Antony and Cleopatra were camped in the swampy lowlands of Cape Actium whilst Octavian's fleet was harboured to the north. On the morning of September 2nd 31BC Antony led his fleet out of the Gulf of Actium and into the waiting maw of Octavian's ships.

Antony's fleet was outnumbered two to one and contained somewhere in the region of 220-230 warships most of which were massive Quinqueremes. These vassals were huge and designed for the aggressive tactic of powerful head on collisions.

Antony hoped to use his fleet to break through the northern wing of Octavian's and Agrippa's fleet. This tactic may well have been incredibly successful if it were not for one thing.

We are reliably informed that the majority of Antony's warships were undermanned due to terrible bouts of malaria. Their supply lines had also been cut, further reducing the numbers of fighting men and crews.

Octavian's fleet was ordered to stay well out of range of Antony's fleet and wait. His commander kept their ships well out of range and shortly after mid day Antony was forced to fully engage the enemy with his undermanned fleet. But these delaying tactics had tired Antony's crews and so it was that eventually Octavian's fleet relented, and became fully engaged. Slowly over the course of the day Octavian's numbers began to show through and more and more of Antony's ships were surrounded and destroyed.

When the ships met there were massive struggles as the fighting became up close and personal. Marine boarding actions finished off ships as entire crews were slaughtered. Ships floundered as they were set ablaze by volleys of flaming arrows and crewmen were killed by catapult fire and slingshot.

Whilst the fighting was at its height and it became obvious that Antony's fleet was faltering Cleopatra led a group of ships straight through the centre of Octavian's fleet in a rather "ballsy" break out manoeuvre. They succeeded and fled south. Shortly after this Antony transferred to a smaller vessel and followed Cleopatra with around 70 ships, abandoning the rest of his fleet to the merciless Octavian and Agrippa.

Antony's remaining ships were put to flame as Octavian's fleet showered them with flaming projectiles. The end had come and the destruction of Antony's fleet was total. Of the 500 ships he had started the war with only 60 returned to Egypt.

### **THE END...**

Cleopatra and Antony returned to Alexandria and began to fortify Egypt against the imminent Roman invasion. Within the year Octavian invaded Egypt with his legions led by Agrippa. In mistaken belief that Cleopatra was already dead Antony committed suicide by falling on his sword instead of surrendering.

When Cleopatra (who was not dead) found out Antony was dead she also committed suicide by forcing the bite of a poisonous snake.

Octavian was left as the sole ruler of Rome ...the Republic was well and truly dead.





# ECW

## 54mm

*"When we heard that Airfix were planning on re-releasing their old range of 54mm scale miniature figures we were eager to get hold of some. To some WJ people (Neil Fawcett to name but one) these are very nostalgic and he admits to having "utterly ruined a number of them in his youth." The models are kits and do need assembly but it has to be said that they are lovely representations of their historical subjects. These kits were assembled and painted by Alain Padfield. Sadly we couldn't get Al to paint up a skirmish game of the figures!"*





## German 88mm Anti-Tank Gun - FLAK 36

*Multi-part white metal model kit in 1/56th scale*

Produced by **Bolt Action Miniatures**

[www.boltactionminiatures.co.uk](http://www.boltactionminiatures.co.uk)

You just have to love the FLAK 36 – what a weapon. Started life shooting aircraft from the sky and then some bright spark thought ...I know, let's aim it at tanks! Genius ...

Well Bolt Action Miniatures (BAM) model is superb, if not a little tricky. It comes in at a hefty £35 but for this you get a great model, lots of bits to keep you happy gluing together for what seems like hours and six very nice crew figures.

I have a couple of plastic Bandai 88mm models and they are very nice indeed, if not tricky to get hold of these days, so it was with anticipation that I got hold of the BAM 88. I kept thinking that I could d a nice little skirmish game with a group of XYZ figures (pick your favourite army/nation) and have them taking out a FLAK 36 battery.

My only complaint about the model is the fact that it is less like a white metal casting and actually

like a model! Lots of bits and although I quite like putting puzzles together I'm sure it isn't everyone's cup of tea.

A great wargaming model that has had a lot of work go into it. For me the £35 price is not a problem, the design/sculpting work that has gone into this makes it worthy of such a price tag in my mind. Also, as I only want 1 or 2 the fact that it is complex to assemble isn't a problem either.

What you can't see from the picture here is that this model comes with the full carriage as well, so it really does come with the kitchen sink thrown in. If you fancy a bit of 88mm action then this bad boy is just for you.

Now I need to figure out a scenario to blow this one up!

**Stephen Rhodes**



### *The German 'Maus' Super Heavy Tank*

*Pre-painted model tank in 1/72nd scale*

Produced by **Dragon Models**

**[www.dragon-models.com](http://www.dragon-models.com)**

The Panzerkampfwagen VIII Maus (Sd.Kfz 205) is one of those tanks that you can have wonderful 'what if' scenario thoughts about. Mind you, you could say that for most of the German plans. Just think what 1946 would be like to wargame if Hitler had survived and the super-weapons came to fruition?

The prototype of the Maus was slated to have been finished by the summer of 1943, with a monthly production plan to create five of the monster vehicles every month. The tank was originally designed to weigh in the region of 100 tons and be armed with a 128 mm main gun and a 75 mm co-axial secondary gun. Various armament options were discussed, including a 150 mm version.

In May of 1943 a wooden mock up of the final Maus was shown to Hitler who approved it for mass production and ordered a first 150. By now the weight of the vehicles had swelled to around 188 tons and at this time Hitler also decided that a 'real' gun of 150mm should be used. 128mm as apparently too small and toy like!

Development work continued until October 1943 when Hitler cancelled the order for the 150 vehicles, closely followed in the November with an order to stop development of the Maus altogether.

The Maus was simply too heavy to make it an effective combat vehicle. The Daimler-Benz MB

509 engine used in the prototype was not able to generate the power to move it faster than 13 km/h (it had been specified to do 20 km/h and most bridges couldn't take its weight. This version (the V1) of the Maus was never to roar.

Let's move to March 1944 when the second prototype, the V2, was delivered and this is where this beast starts to get interesting. It was fitted with a more power-plant and a turret was fitted with a 128 mm KwK 44 L/55 gun, with coaxial 75 mm KwK 44 L/36.5 gun and 7.92 mm MG34 gun as anti-aircraft armament.

The working Maus prototypes remained at the Kummersdorf testing area and at the Böblingen proving grounds. At the end of the war the one fully operational design and one chassis with 'dummy turret' were ordered to flee the factory development complex at Kummersdorf to avoid Soviet forces. They broke down and/or were destroyed by enemy gun fire. Either way this beast never made it into combat.

#### THE DRAGON MODEL

There isn't a huge amount to say about this model other than it is very well made, excellently painted and superb value for money. If you fancy a 'what if' scenario involving Soviet forces chasing down a lumbering, and somewhat deadly, hulk of a machine then you could do worse than to buy a Maus or two from Dragon.





## Science Fiction Miniatures

*A range of high quality white metal figures*

Produced by **Olley's Armies**

[www.olleysarmies.co.uk](http://www.olleysarmies.co.uk)

### CYBER CLAW COMMANDOS

When these figures arrived in the post my first impression of them was not good. The only thing I could see was the giant shoulder pads and trust me - they are giant. However once I got over my "pad complex" and started to see the wealth of detail on the figures my mind was slowly changed.

The Sculpting is very clean and the detailing is very crisp. Bob Olley is obviously a very talented sculptor who knows a thing or two about handling the putty. Due to the clean sculpting the figures are good to paint - you won't be finding any ambiguous detailing here.

The design of the figures is the one area I take slight issue with. There are plenty of features on each model that I really like. I love the way the trousers are tied in above the boot giving a slight samurai feel to the overall figure. In fact these figures would be almost spot on if it were not for two things that I keep being drawn back to.

The shoulder pads... You knew that was coming didn't you. Each shoulder pad has a rim on it that runs along the top-most edge. To me it just makes the figure look to bulky and a bit silly. I think they would have looked better with just the flat shoulder pads. But I am sure there are those of you out there who would disagree.

The second part of the figures that ruffles my feathers is the style of the guns these chaps are wielding. The clean sculpting of the rest of the figure seems to become slightly lost when you look at the guns. I feel they needed to be

slightly smaller and sleeker, or at least detailed to look more like a firearm.

But these are very minor points against what are a rather cool set of figures.

### SCRUNT SHOCK TROOPS

Much of what I have said about the Commandos also applies to these Space Dwarves. They are well sculpted and detailed and as a bonus their shoulder pads are not quite as big, and even though they might still seem to large it works better on these figures.

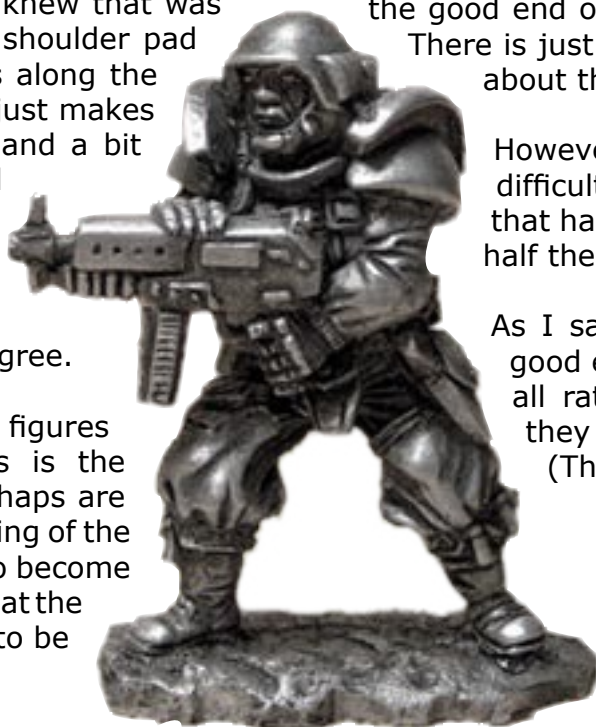
Something I am noticing about a huge number of "Dwarf" models from a huge number of companies is their proportions. It is very rare that I will look at a Dwarf figure and feel that it looks right. These Space Dwarves, although at the good end of the scale, are no different.

There is just something that looks wrong about their proportions.

However I can fully understand the difficulties of sculpting something that has to stay in proportion yet be half the height.

As I said however they are at the good end of the scale and they are all rather cool figures. And yes... they will make great Squats. (There... I SAID IT!)

**Dave Robotham**





### *A Guide to making Napoleonic Spanish Peninsular War Scenery*

*76-page full colour modelling book*

Produced by **Touching History**

**[www.touchinghistory.co.uk](http://www.touchinghistory.co.uk)**

We have had several dealings with Paul Darnell (aka Touching History) over the last year or so and when he told us that he had a book on modelling coming out we were eager to get hold of a copy.

At 76 pages the book is crammed full of images of Paul's work and it ranges from simple windmills to complete board layouts. Paul's style of work is one that actually has you wanting to mimic it. You don't look at his models or terrain and think "I can't do that" you actually think the opposite.

His work, like his book, is eye candy inspiration. A lot of the guides are not completely step-by-step, rather they provide enough information to you

that it feels safe to think "I'll give it a go."

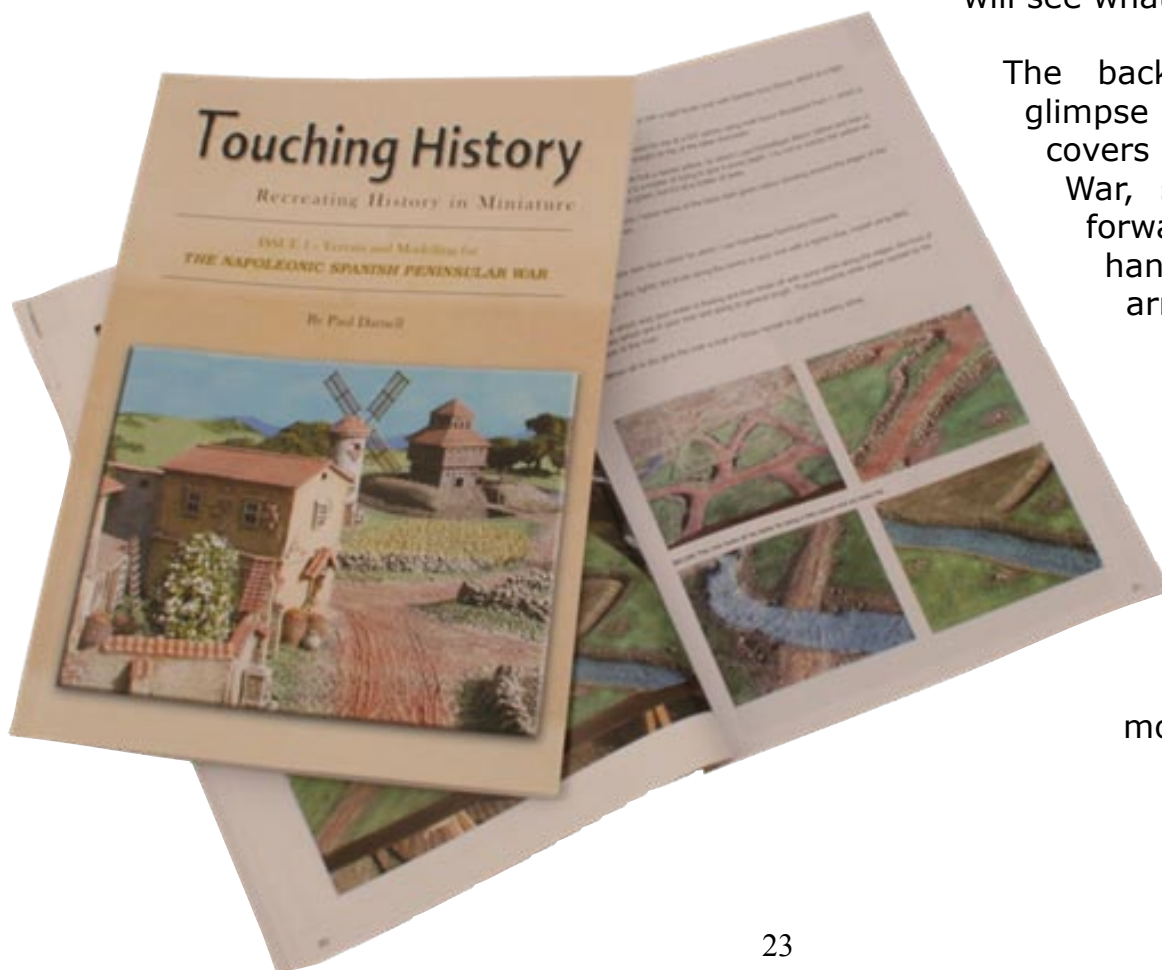
His first book covers the Spanish Peninsular War and clearly focuses on the Napoleonic era, but as Paul will tell you a lot of the models will do for many periods. What you also get with the book throughout its pages is a cascading flow of imagery of various other projects Paul has undertaken for himself and clients.

With a £13 (check out Paul's web site for domestic and international P&P rates) price tag this is good value material for inspiring you. I'm personally all fired up to have a go at some AWI scenery after seeing a battlefield Paul designed in the book – take a look at Page 49 and you will see what I mean.

The back cover gives a glimpse of Issue 2 which covers the English Civil War, so I'll be looking forward to getting my hands on it when it arrives late this year.

This is a nicely put together book that should be welcomed by wargamers for its attempt to debunk the complexity of terrain and model building.

**Gary Flood**





# ISRAELI ARMY

*In Issue 5 of the magazine we had a single page that showed off some 20mm scale 1982 Lebanon War vehicles from an Israeli IDF. Well after a large number of emails asking for more details and more pictures we figured we'd best show you some more. The vehicles are all plastic model kits (various manufacturers) and the jeeps and soldiers are white metal. We have no idea who makes the white metal items. If you can help us out by identifying the mystery items please drop us an email.*









# Legends of the French Indian War

By Dave Robotham

*The French Indian War may not have lasted that long ...but it gave us the opportunity to remember Daniel Day Lewis for something other than his left foot! This conflict is brimming with colourful characters, is hugely fun to game and does not need a ton of figures to play. Dave offers extensions to the Legends of the Old West rules that capture the feel of this period.*

## INTRODUCTION

At my local club we have been playing out a rather fun campaign for Legends of the Old West (LoOW) and although I have had a fair few defeats my Lawmen Posse has performed well. But because we are always looking for that next campaign or that next tournament we have started planning what we are simply calling Legends of the French Indian War.

The premise is quite simple: we take the basic rules for LoOW and mould them around some ideas we have been mulling over to fit the new period in history. The French Indian War provided us with ample opportunity for small scale unit action - ambushes, raids and all sorts of underhand tactics were used and this fits the idea of using small parties of figures perfectly.

In this article I will give a brief overview of the War itself and then I shall move onto the different ways we have modified the rules to fit with the period.

## THE FRENCH INDIAN WAR

This is the American name for the North American and Canadian conflicts during the Seven Years War. On one side the forces of Great Britain and its American Colonies with a few Indian allies fought the Armies of France, its American Colonies and allied Indian tribes.

As a result of the war France lost all of its colonies in North America apart from a few islands.

The War started off relatively small with a border dispute and the battle of Fort Necessity (otherwise known as the Battle of the Great Meadows). On July 3, 1754 a French force of

some 700 warriors (100 of which were native tribesmen) attacked the poorly situated Fort Necessity and resulted in Lt. Colonel George Washington surrendering (mind you it was the only time he ever did...) The French attack was not unprovoked however as Washington's men had ambushed and killed a French scouting party a month previously.

The War began in earnest with the arrival of General Edward Braddock and two regiments of British regulars. However it began badly for the British as they suffered defeats at the hands of a force much smaller than its own. The British were basically outmanoeuvred and, as a result, outgunned. Braddock was killed in the Battle of the Monongahela and it fell to Washington, who was serving as a volunteer officer with Braddock, to lead the survivors in retreat.

In 1756 William Pitt the Elder came to power and it was his support of the War effort along with the French neglect of their Colonies that led to the eventual turning of the war in Britain's favour. By 1760 France negotiated surrender with Great Britain and all French Soldiers were shipped back to France on British ships. By 1763 North America belonged to Britain... for a short while at least....

## ADAPTING LEGENDS OF THE OLD WEST

The gaming system lends itself to our period almost exactly. There was very little we actually needed to do other than work out some basic warbands to use. Over the next six pages are the details of the first warbands we started using: the Rangers, the Native Americans and the French Coureurs des Bois.



## SKILLS

We are going to be using the Skill Lists unchanged as for the majority they are generic. Any result that may sound slightly too "western" can just be changed to sound slightly more appropriate to the new setting. But the mechanics all work nicely.

## INCOME AND TRADING

As above we are simply adapting the lists to sound more colonial and less western whilst keeping the same mechanics. Anything that was too new for 1755 was removed. Remember the focus is on keeping it simple.

## GUNS! GUNS! GUNS!

What we did feel the need to change however were the rules for the different guns and close combat weapons, as the firearms in LotOW were slightly too advanced...

What follows are the weapons tables we have

used. There are weapons mentioned on the lists that are not part of the equipment lists of our warbands; these are due to be used when we present extra rules for using the British and French armies in another Issue of Wargames Journal...

## IN CONCLUSION...

What I have presented here is merely an idea. It is the very beginnings of something that could easily become quite huge. We are going to be playing this at my local club and I am sure rules will be added and removed all the way through the campaign. We are not playing in a competitive way so the aim is definitely to explore the period and have fun.

I will hopefully bring you some exciting scenarios to use in the future, via the Wargames Journal website, and when the campaign is over we will look to compile all the rules and scenarios into one document for you to download.

## CLOSE COMBAT TABLE

WEAPON	WINNING	WOUNDING	SPECIAL RULES & NOTES
Hand Weapon	-	-	Includes knives, backswords and all other single-handed weapons
Sabre / Hanger	-	-	Can be effected by the Swordsman Skill
Spontoon	-	-	Spear
Halberd	*	*	Counts as a spear or a Two-Handed Weapon
Improvised Weapon	-1	-	
Bayonet	-	-	Longarms become a hand weapon
DICE MODIFIERS			

## FIREARMS TABLE

WEAPON	RANGE	STRENGTH	MOVE PENALTY	SPECIAL RULES
Long Land Musket	20"	3	Full	Long Arm, Slow Reload
Rifle	24"	4	Full	Long Arm, Slow Reload
Carbine	18"	3	Half	Long Arm, Slow Reload
Blunderbuss	Template	3	Full	Spread, Very Slow Reload
Infantry Pistol	10"	3	Half	Slow Reload, Improvised Weapon
Heavy Cavalry Pistol	12"	4	Half	Slow Reload, Improvised Weapon
Tomahawk	STR x2	As User	None	Thrown Weapon, Use on the Move, Hand Weapon



# RANGER SECTION

*“from time to time, to use my best endeavours to distress the French and their allies, by sacking, burning, and destroying their houses, barns, barracks, canoes, battoes, and by killing their cattle of every kind; and at all times to endeavour to way-lay, attack and destroy their convoys of provisions by land and water, in any part of the country where I could find them.”*

## CHOICE OF FIGHTERS

A Ranger Section must consist of at least three models and you have **200/-** to spend on the remaining figures. You may include a maximum of 15 models in a Ranger Section. The number allowed of each type of model is detailed in their profile.

## PREFERRED SKILLS

The Skill Lists used by Rangers are Moving, Shooting and Brawling

## HEROES

### Ranger Officer (1) 30/- to recruit

*“...I do therefore Hereby Constitute and Appoint you the said Robert Rogers to be Captain of an Independent Company of Rangers to be forthwith raised and Employed...”*

Shooting	Fight	Strength	Grit	Attacks	Wounds	Pluck	Fame	Fortune
4+	4	4	4	1	2	5	1	1

#### Special Rules

**Leader:** Follows the same rules for **Leader** as described in the **Legends of the West** main rules.  
Starting Experience

*The Ranger Officer starts the campaign with 8 Experience Points*

### Ranger Sergeant (0-2) 19/- to recruit

Sergeants are veterans of countless raids and battles and are the men that the privates take heart and inspiration from. Often raised from the ranks they are popular soldiers loved by their men.

Shooting	Fight	Strength	Grit	Attacks	Wounds	Pluck	Fame	Fortune
4+	3	3	4	1	1	4	0	1

#### Special Rules

**Loyal:** Follows the same rules for **Loyal** as described in the **Legends of the West** main rules.



# HENCHMEN

Ranger Private (2+) 11/- to recruit

Men from the local communities and nearby states were recruited to join ranger companies. They fought in defence of their homes and had a great determination, undertaking all manner of missions and tasks from raiding villages to ambushing enemy formations.

Shooting	Fight	Strength	Grit	Attacks	Wounds	Pluck	Fame	Fortune
4+	3	3	3	1	2	3	-	1

HEROES EQUIPMENT LIST		HENCHMEN EQUIPMENT LIST	
Weapon	Cost	Weapon	Cost
Long Land Musket	10/-	Long Land Musket	10/-
Rifle	14/-	Rifle	14/-
Carbine	8/-	Infantry Pistol	6/-
Infantry Pistol	6/-	Hand Weapon	2/-
Hand Weapon	2/-	Tomahawk	3/-
Sabre	2/-		
Tomahawk	3/-		





# LES COUREURES DE BOIS

*The Coureures de Bois were fur traders who were often found on the wrong side of the law. The French authorities did not like the idea of free-spirited trappers and traders moving amongst the native tribes and contributing little to the running of the colonies. However viewed, hero or villain, they were still French and often very good trackers and hunters...*

## CHOICE OF FIGHTERS

A Coureures de Bois expedition must consist of at least three models and you have **200/-** to spend on the remaining figures. You may include a maximum of 15 models in a Coureures de Bois expedition. The number allowed of each type of model is detailed in their profile.

## PREFERRED SKILLS

The Skill Lists used by Coureures de Bois are Moving, Shooting and Brawling

## HEROES

### Hunt Leader (1) 28/- to recruit

*All Coureures de Bois are hunting and scouting parties and would have had one man they could look to lead them. Often having spent a large amount of his life travelling the wilderness of the colonies and even further afield, he would have a wealth of experience in the trade along with a natural charisma from years of bartering...*

Shooting	Fight	Strength	Grit	Attacks	Wounds	Pluck	Fame	Fortune
4+	4	3	4	1	2	3	1	2

### Special Rules

**Leader:** Follows the same rules for **Leader** as described in the **Legends of the West** main rules.

### Starting Experience

*The Hunt Leader starts the campaign with 8 Experience Points*

### Veteran Hunter (0-2) 20/- to recruit

*The backbone of any expedition into the wilderness would be the experienced men, the men that could be relied upon to know what they are doing and to lead by example.*

Shooting	Fight	Strength	Grit	Attacks	Wounds	Pluck	Fame	Fortune
4+	3	3	4	1	1	2	0	1



# HENCHMEN

Hunter (2+) 9/- to recruit

Maybe be lured by the profits or the idea of being a free spirit many men without a trade or tired of life head out into the wilderness...

Shooting	Fight	Strength	Grit	Attacks	Wounds	Pluck	Fame	Fortune
5+	3	3	3	1	1	2	-	-

HEROES EQUIPMENT LIST		HENCHMEN EQUIPMENT LIST	
Weapon	Cost	Weapon	Cost
Long Land Musket	10/-	Long Land Musket	10/-
Rifle	14/-	Rifle	14/-
Carbine	8/-	Infantry Pistol	6/-
Blunderbuss	8/-	Hand Weapon	2/-
Hand Weapon	2/-	Tomahawk	3/-
Infantry Pistol	6/-	Blunderbuss	8/-
Tomahawk	3/-	Heavy Furs	6/-





# INDIAN WAR PARTY

*Both the British and the French were to use Native Americans in their armies and conflicts in the colonies. The Indians had the advantage of being very skilled hunters and trackers along with having an intimate knowledge of the terrain. Important allies to the French forces were the Algonkin and the Huron tribes and confederacies.*

## CHOICE OF FIGHTERS

An Indian War Party must consist of at least three models and you have **200/-** to spend on the remaining figures. You may include a maximum of 15 models in an Indian War Party. The number allowed of each type of model is detailed in their profile.

## PREFERRED SKILLS

The Skill Lists used by Indians are Moving, Shooting and Brawling

## SPECIAL RULES

When using an Indian War Party you may use all the rules detailed in Frontier: Blood on the Plains for **Heathen, Scalps, Life is Precious, Counting Coup** and **Cardsharp**. The Indian War Party counts coup either by Scalping or using a coup-stick. Under the Cardsharp rule they may only choose “Hit and Run”.

## HEROES

### War Party Leader (1) **28/- to recruit**

*The Bravest and most skilled of warriors are entrusted to lead parties of their tribe's warriors into battle. The War Party Leader will be respected by all of his soldiers and have proved himself time and again in combat.*

Shooting	Fight	Strength	Grit	Attacks	Wounds	Pluck	Fame	Fortune
4+	4	4	3	2	2	4	1	1

#### Special Rules

**Leader:** Follows the same rules for **Leader** as described in the **Legends of the West** main rules.  
Starting Experience

*The War Party Leader starts the campaign with 8 Experience Points*

### Youngbloods (0-3) **19/- to recruit**

*Native American youths who have chosen the path of the Warrior are always eager to prove their worth to the rest of the tribe's warriors.*

Shooting	Fight	Strength	Grit	Attacks	Wounds	Pluck	Fame	Fortune
5+	3	3	3	1	1	2	0	1



# HENCHMEN

Braves (2+) 7/- to recruit

Braves are the warriors of the Native American tribes. They follow the path of the warrior and have done for many years. In battle they are aggressive and brave beyond any normal man.

Shooting	Fight	Strength	Grit	Attacks	Wounds	Pluck	Fame	Fortune
5+	3	3	3	1	1	3	-	-

## Special Rules

**Society Warrior:** Use the same rules for Society Warrior found in *Frontier: Blood on the Plains*.

HEROES EQUIPMENT LIST		HENCHMEN EQUIPMENT LIST	
Weapon	Cost	Weapon	Cost
Long Land Musket	10/-	Long Land Musket	10/-
Rifle	14/-	Rifle	14/-
Long Bow	5/-	Hand Weapon	2/-
Indian Lance	4/-	Indian Lance	4/-
Hand Weapon	2/-	Two Handed Weapon	3/-
Tomahawk	3/-	Tomahawk	3/-





# LEONIDAS

## The Spartan Lion

### INTRODUCTION

The Battle of Thermopylae has got to be one of, if not the most famous last stands throughout history. The king of Sparta, Leonidas, led three hundred Spartans and seven thousand allies against a Persian army that was, at the lowest possible estimate, more than 15 times its size. But was Leonidas a fearless leader or men of a suicidal lunatic?

### XERXES

In the summer of 480 BC, the king of Persia, Xerxes, invaded Greece. This was a continuation of the war begun by his father Darius. After the defeat of 25,000 Persians by 10,000 Athenians 10 years before at the battle of Marathon, Xerxes wasn't taking any chances and assembled a truly huge army. Xerxes' plan was two fold, to invade Greece over land from the north and to simultaneously attack by sea.

The exact strength of Xerxes' force has been of much debate with wildly varying figures from as low as 100,000 Persians and as high as four million.

Based on how historical sources and how many soldiers the Persians fielded in other battles, it is a

reasonably safe assumed to put the size of the Xerxes' forces between 100,000 and 800,000. How many of these fought at Thermopylae is unclear but Leonidas and his men faced incredible odds.

### THERMOPYLAE

The pass of Thermopylae gains its name from the sulphurous springs located there and the name means hot gate. The pass from between Locris and Thessaly is flanked on one side by Mount Oeta and on the other by the sea. Today the pass is far wider than it would have been in ancient time due to the slow build up of sediment deposited from the river Spercheius. In 480 BC the pass was only about fifty metres in width. The perfect place for a small army to defend against a larger one.

### THE ALLIANCE

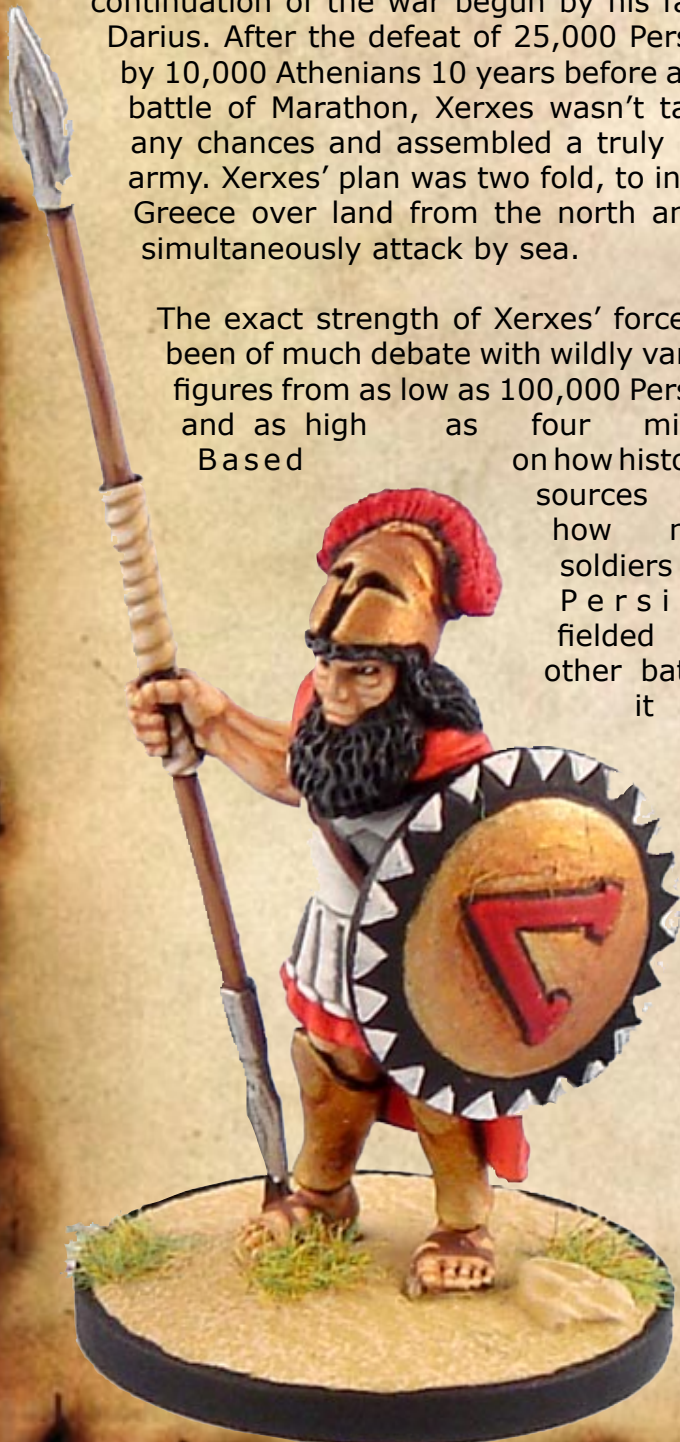
With the Persian attack inevitable the Greek city states formed an alliance under the leadership of Sparta. The Spartans were famed as the ultimate Greek warriors, incredibly disciplined and trained from an early age in the arts of war. The Greeks, faced with a truly monstrous invading army, planned to use the Persians' size against them.

Xerxes' massive army was completely reliant on supplies brought by sea and for this reason the Greeks' focus was on defeating the Persian navy in an attempt to starve the Persians out. Facing the Persians in open battle was not on the agenda.

### LEONIDAS

Leonidas was a king of the Greek city state of Sparta. He was the son of King Anaxandridas II and gained the throne of Sparta in around 489 BC. It has been said that Leonidas led only a small number of Spartans because he believed he was to die because of what an oracle had foretold. This is reinforced by the fact that the Spartans who went were "all-sires", telling us that they knew their chances of survival were extremely limited. The men Leonidas led were soldiers who all had sons to carry on their bloodline.

However, two other factors have to be considered when rationalising Leonidas and





his strategy. The Persian invasion came during the religious festival of Carneia, and the ephors – elected governors of Sparta – did not fully support the plan to hold Thermopylae. In addition the main body of the Greek forces were gathered at Isthmus of Corinth, a narrow land-bridge that connects mainland Greece with the Peloponnese peninsula.

With the three hundred Spartans were seven thousand other Greeks, including 1,100 hundred Arcadians, 400 Corinthians, 200 Floians, 1,000 Laconians, 500 Mantineans, 80 Mycenians, 1,000 Phocians, 500 Tegeans, 700 Thespians and 400 Thebans.

Elamite contingents. These were driven back by the Greeks with some ease. In the narrow confines of the pass, the better armed and armoured Greeks, fighting out of the phalanx, were able to outmatch their numerically superior opponents.

The Greeks inflicted massive casualties on the Persians by feigning retreats to lure the Persians out of formation and then quickly reforming the phalanxes to massacre their pursuers. The advantage in their weight of numbers could not help the Persians against the Greek hoplites and they eventually had to retreat.



### THE ATTACK

When Xerxes' army reached the pass and he was told by his scouts that only a few men defended it, he simply expected the Greeks to surrender. In fact it seems he was impressed with their bravery in facing his overwhelming numbers. He gave the Greeks the chance to surrender but was amazed to find they refused.

Eventually, after waiting four days, he ordered his men to attack. The first attack on the Greek position came from Xerxes' Median and

On the second day Xerxes sent his royal bodyguard, the Immortals, numbering ten thousand strong to attack the Greeks. These were the best troops in his army and he was confident they would break through. But like the Medians and the Elamites before them, the Immortals were likewise driven back by the Spartans and their allies.

### THE BETRAYAL

The tide of the battle was turned when a Greek turncoat told Xerxes about another path that led through the mountains to the rear of the



Spartan position. The Immortals followed this path and on the third day Leonidas learned of this impending attack and ordered all Greeks but the Thebans and Spartans to withdraw. The Thespian contingent refused to go and elected to stay and fight. In total the Greek defenders numbered around one thousand at this point.

According to our main source of evidence on the battle, Herodotus, Leonidas stayed to fight because he believed that he had to die in battle else all of Sparta would be destroyed. The reason for this belief came from an oracle that stated that Sparta would fall or lose one of its kings.

With enemies about to fall upon his position from all side Leonidas led his men to attack the Persians and he fell in the fighting. Soon afterwards the Thebans surrendered to the Persians and the remaining Greeks retreated to a small hill to make their last stand. It was here they were massacred to the last man by Persian archers. The Greeks had killed so many of Xerxes's army that he refused to send any more men to fight them in close combat.

### **BRAVERY**

If nothing else Leonidas was brave, but whether this bravery was foolhardy is open to debate. When Xerxes realised how few the defenders numbered he demanded they surrender their weapons. Leonidas' reply was famously "Come and get them." On the third day of the battle, when the Immortal flank attack was expected, Leonidas told his men "Make sure you have a good breakfast, because dinner will be served in hell (Hades)."

But bravery was not a trait reserved only for Leonidas and his Spartans. The Spartans lived for battle and had little, if any fear of dying fighting. The Thespians however, were citizen soldiers, the leader of which was an architect by day and not a full time warrior like a Spartan. But despite this the Thespians chose to stay and die alongside the Spartans instead of letting them fight alone.

### **TACTICS**

In hindsight we can think of Leonidas as brave but perhaps foolish for thinking he could prevent the Persians invading Greece, but without the flank attack his tactics would have been sound. Twice the Greeks forced the Persians to retreat in spectacular fashion. Even the elite Immortals had to withdraw. It

is likely that Leonidas could have defended Thermopylae for days if not weeks more had he not been attacked from both sides. But he couldn't have known that Xerxes would learn how to attack his rear.

When faced with the possibility of an attack from both sides Leonidas stayed with a pitifully small force. Why? If he was just ready to die and had accepted his fate surely he would have sent everyone away but the Spartans. The fact that he elected to remain with his Spartans and the Thebans suggests that he had a plan.

Leonidas would have known that when his small force was attacked from both sides they were doomed so he sent the majority of his allies away but stayed himself. It seems likely that this was done as a rearguard action to give the other Greeks time to flee from the Persians, whose cavalry would surely pursue them to their deaths.

### **THE AFTERMATH**

Though technically a victory for the Persians, they were held up for over a week by the Greek presence and suffered enormous casualties (over twenty thousand) in taking the pass. However the Persians then sacked Athens after neither side outrightly won the naval battle that happened alongside Thermopylae.

A month later the Persian navy was defeated at Salamis and as a result the Persian land army was forced to retreat. They were attacked by the Greek allies, again under the leadership of the Spartans, and were defeated.

The exact effect that Thermopylae had on the war is probably limited at best. The Persian army still invaded Greece and it was only the naval battle at Salamis that forced the Persians to retreat. Maybe the resolve and courage shown by the Spartans toughened the resolve and fighting spirit of the rest of the Greeks to ultimately drive off the invaders, but we can never really quantify such a thing.

In reality it seems that Thermopylae was little more than a suicide mission. The plan to hold the pass could never really have succeeded indefinitely and without the defeat of the navy, the Persians would have continued their attacks in Greece. Ultimately Leonidas is more of a legend than a man, someone whose strategy may never have been truly sound but whose actions strike a resonance that has endured for almost two and a half thousand years.



# CHARGER!

## 28mm scale Front Rank

### French Dragoons

Painted by Alain Padfield

*"We originally had these chaps painted up for use with the 95th Rifles scenario in Issue 5, but we didn't have room to fit them in. We liked these that much that we've asked Al to paint a whole batch more for an upcoming game we are planning."*





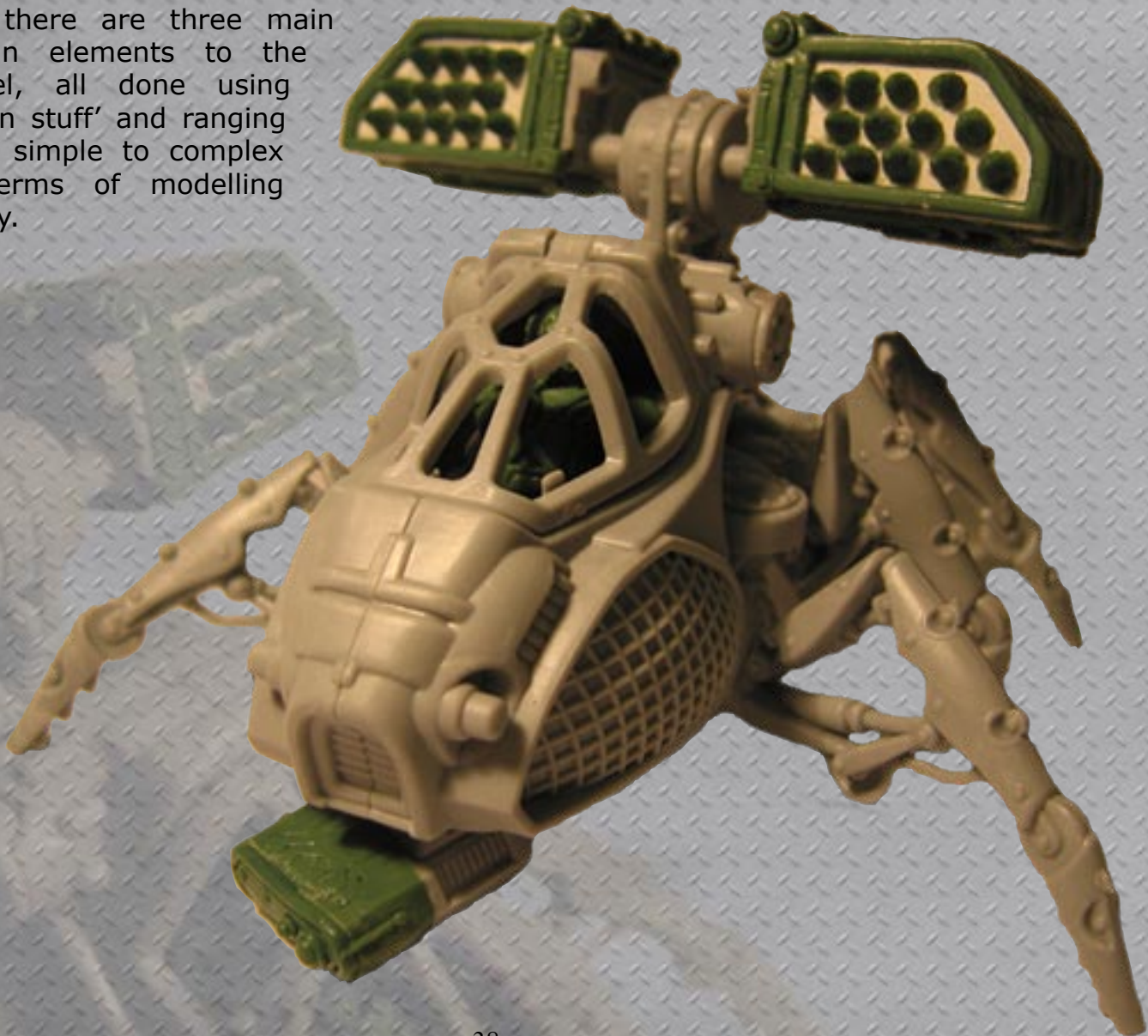
# BLACK

Robogear is a game from Airfix that uses snap-together, low-cost science fiction models. One of my favourite models is Spider, although only having six legs does make me wonder if it should have been called something else!

That aside I always felt that Spider was a little under-gunned and that it's 'real firing' spring loaded guns were not that aesthetically pleasing. So I decided to design a meaner, much more lethal variant of this model that I could use with my other 40K futuristic models.

The result is Black Widow, a fast assault mobile missile battery designed to deliver devastating results on the battlefield of the future.

I started with the basic model and there are three main design elements to the model, all done using 'green stuff' and ranging from simple to complex in terms of modelling ability.





# WIDOW

*Sculpting By David Lewis*

The basic Airfix Spider model comes with a top mounted set of guns that are spring loaded and quite chunky. I removed them but kept the mounting mechanism as this was tough enough to keep the missile battery in place on the model. The structure was moulded and then a number of missile tips added.



Overall this was a fairly simple piece of work and although I decided to add a number of extra design elements the missile battery itself took only a few hours.

My final piece of modelling was a new pilot. I used the arms of the Robogear pilot figure and basically created a completely new pilot with oodles more detail than the one provided. This is of course not a requirement for the model – I just wanted to create a new pilot that matched the new figures I had already sculpted.

That just about wraps this model up. The basic model comes inside the Starter Set and you get two of them. Once I've made a resin mould up I will be able to move ahead and make my Black Widow combat unit. I'm going to modify all of the Robogear vehicles and have finished a new set of hi-tech figures that expand the Empire Army. At £6.99 the Robogear vehicles are ideal building blocks for any army: cheap, flexible and easy to improve upon.

The next stage saw the design of the battlefield targeting scanner which replaces the machine gun on the front of the normal Spider model. My idea here was that the Spider could scutter into position and secrete itself in a place where it could locate enemy targets and then fire indirectly at them. The Apache Longbow helicopter was my inspiration for how this would work.







By Tom Hinshelwood

# THE LOST CENTURY CAMPAIGN FLIGHT OF THE

*The survivors of the Teutoberg Forest massacre are not safe yet. They may have battled their way through Where the Eagle Dies and Sustaining the Eagle, but the legionnaires of the Lost Century are about to face their toughest challenge yet. Wargames Journal's campaign for Age of Blood reaches its penultimate episode. Will this be the last Flight of the Eagle?*

## **FLIGHT OF THE EAGLE**

*The forest could not go on forever and they were legionnaires, tough and stubborn, whose iron-shod sandals had trod the rock of the world smooth. Fitter and stronger than any barbarian they knew themselves to be, and with Mitra's luck they would escape this hell that enveloped them.*

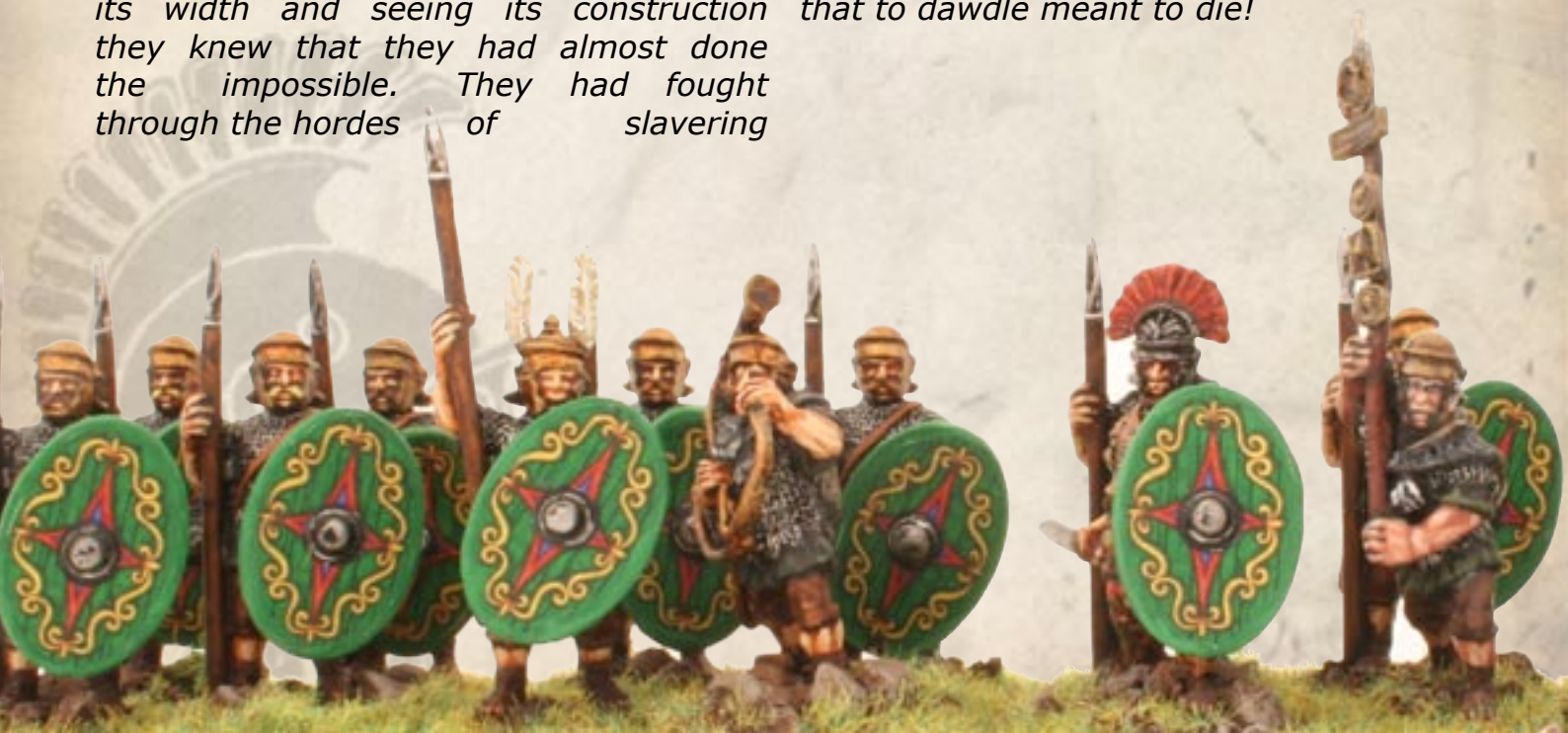
*The sound of running water brought them brief joy and believing the sound to be the Rhine itself they hurried, expelling precious breath to reach its banks. To cross the Rhine meant to live and that moment of exquisite happiness was destroyed when they cleared the tree line and saw that they had heard a river indeed, but it was not the Rhine.*

*A bridge of fine Roman make spanned its width and seeing its construction they knew that they had almost done the impossible. They had fought through the hordes of slaving*

*barbarians, escaped their howling pursuit, and struck back and stolen grain from those who hunted them. They had nearly made it, and if they could cross the bridge that their comrades had built, they would be almost to safety.*

*But upon those planks of Roman fashion stood harbingers of doom. Shrouded in mist as the guardians of Hades themselves, bearing keen edged blades that caught what sun did shine and cast it back as cruel nightmare. Tall and thick limbed, doused in rings of iron, fur and malice, lesser men of Rome they were indeed, if men they could rightly be called, for demons seemed less ferocious.*

*How far behind their pursuers were they did not know, but they knew well enough that to dawdle meant to die!*





# PART III EAGLE

## THE LOST CENTURY CAMPAIGN

It's been three months since we first introduced our Lost Century campaign for Age of Blood 2nd Edition. So far there have been two previous scenarios, the first called Where the Eagle Dies, and the second entitled Sustaining the Eagle.

In this campaign the legionnaires of the Lost Century have survived the brutal massacre of Varus' legions inside the Teutoberg Forest and are attempting to flee to safety.

In January's Wargames Journal is the background material for this campaign and an overview of the events that provide the backdrop to these scenarios. In short, in the mid first century, three Roman legions were destroyed in what is now Germany.

In the first scenario of the campaign the legionnaires were forced to flee with their lives as a relentless horde of German tribesman chased after them. Next, the legionnaires took to raiding a German village to gather supplies enough to sustain them for the long run to the Rhine. But the beleaguered Romans are not home yet, and if they are to see the streets of Rome again they must continue their flight.

Each scenario in the campaign is linked to the next, and the successes or failures in each part will affect the result of the campaign as a whole, as well as

impacting the following scenarios. As the campaign follows the Lost Century, the main focus is on the Romans and their victories, or lack thereof, but how the Germans perform can be just as important. Even though the scenarios are written to be played sequentially, you don't have to play them as a campaign. Each scenario has rules to allow them to be played as one-offs.

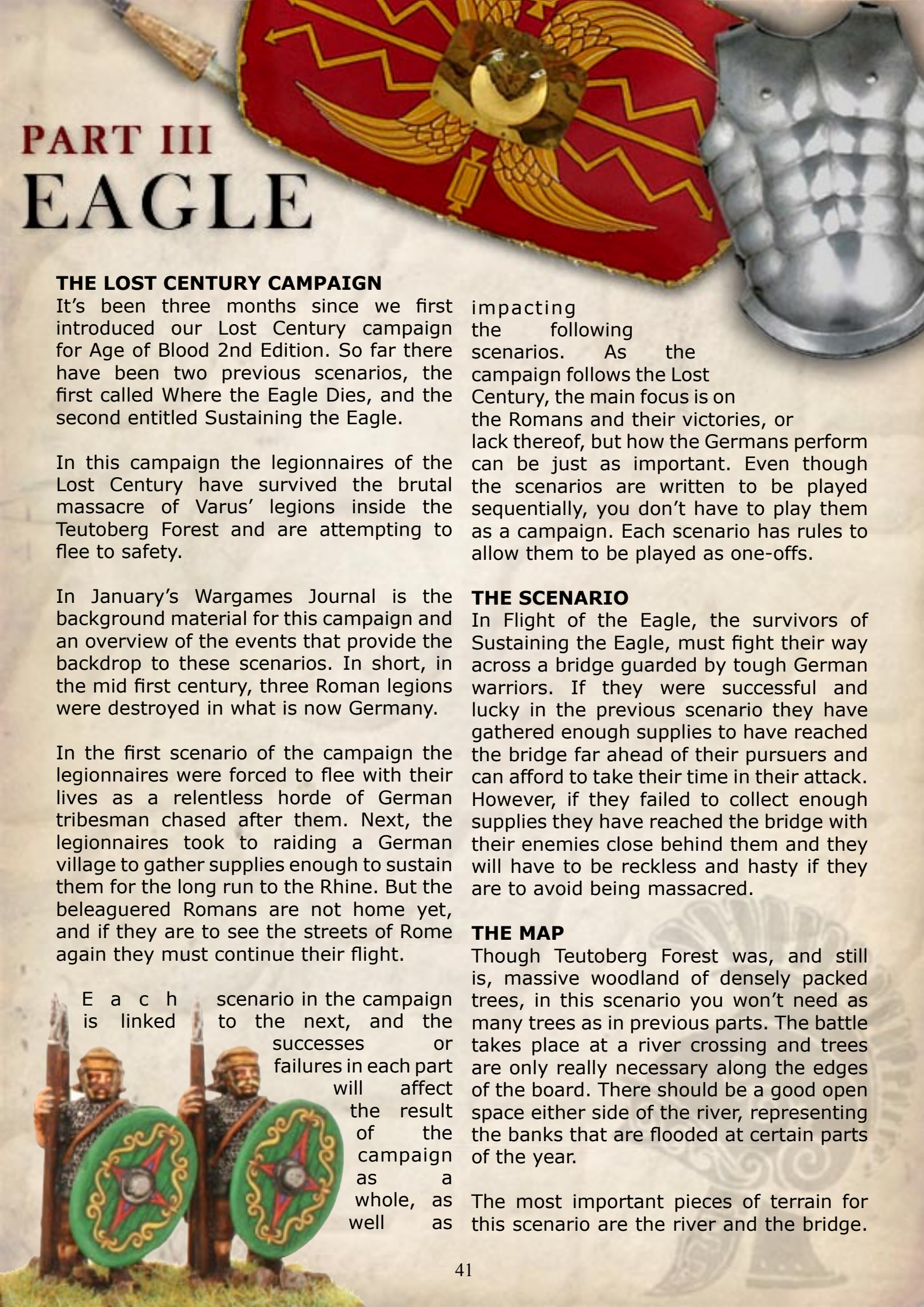
## THE SCENARIO

In Flight of the Eagle, the survivors of Sustaining the Eagle, must fight their way across a bridge guarded by tough German warriors. If they were successful and lucky in the previous scenario they have gathered enough supplies to have reached the bridge far ahead of their pursuers and can afford to take their time in their attack. However, if they failed to collect enough supplies they have reached the bridge with their enemies close behind them and they will have to be reckless and hasty if they are to avoid being massacred.

## THE MAP

Though Teutoberg Forest was, and still is, massive woodland of densely packed trees, in this scenario you won't need as many trees as in previous parts. The battle takes place at a river crossing and trees are only really necessary along the edges of the board. There should be a good open space either side of the river, representing the banks that are flooded at certain parts of the year.

The most important pieces of terrain for this scenario are the river and the bridge.





We used a TSS tile with a river cut into it and a Grand Manner bridge, but any river or bridge will do. If you don't have access to a scenic river, some folded blue cloth can make a fine replacement. For the bridge, anything that will span the river and provide enough width for four or five models abreast will serve admirably.

### THE RIVER

Though not massively wide, the river is very deep with strong currents. Therefore it is difficult and hazardous to cross and should only be attempted in the direst of

circumstances. Use the normal rules for swimming found on page 17 of the Age of Blood rulebook. The river is difficulty 8 to swim.

In addition, each turn a model is in the river he is swept downstream by the current. The current flows from west to east, and the distance he is moved depends on a D10 roll.

After a model has finished its swimming, assuming it is still in the river, roll a D10 and consult the below table to see how far





they have be swept downstream. Models that are swept off the board count as being killed.

D10 Roll	Result
1	4"
2-4	2"
5-8	1"
9-10	0"

## SCALING THE GAME

The scenario can be played with as many or as few models as you have access to. In the first scenario, the Lost Century numbered twenty (a Roman century of 80 legionnaires at a ratio of 1:4). As two battles have taken place before this it is highly unlikely that you will have the exact number that the campaign was begun with. In Sustaining the Eagle, there was a possibility of some reinforcements to the Lost Century, but chances are, at best, any that did arrive will just replace ones that have fallen.

If you want to play the scenario with more figures than are listed, simply scale up the numbers as best you can, but don't do this with the hero models. Instead of increasing the quantity of them, up the level. If you're playing 1:2 then add +1 level to each hero (increase the statistics as per the normal rules), and if you're playing 1:1 then add +2 levels to each hero. Any scaling up applies to both sides in the exactly the same way.

## THE ROMANS

The Lost Century began with the majority of its number coming from the 1st Century of the 1st Cohort of the 17th Legion. They were joined by some auxiliaries and standard legionnaires and led by three tough heroes. But, as stated, they have been through two battles already and so the original twenty is likely to be somewhat reduced.

If you have played the scenarios as a campaign then use however many of your Romans are left. Unless you have been extremely fortunate or incredibly skilled with your troops, you are likely to have

only a handful of the original survivors left. Therefore you receive some automatic reinforcements to bolster your strength. It is assumed that these other survivors have linked up with the Lost Century in the time before the previous scenario and this one.

Roll a D10 for each troop type, and use the numbers in brackets to determine how many, if any, extra men you receive.

- 1st Cohort Legionnaires (**1-2: 0 3-9: 1 10: 2**)
- Legionnaires (**1-2: 1 3-8: 2 9-10: 3**)
- Auxiliaries (**1-2: 1 3-7: 2 8-10: 3**)

If you are playing this scenario as a one-off then what troops you begin with are determined randomly, as shown below. Ignore the previous reinforcements if you do this.

- Centurio Primus Pilus (hero **1-2: 0 3-10: 1**)
- Tribune (hero **1-3: 0 4-10: 1**)
- Aquilifer (hero **1-3: 0 4-10: 1**)
- 1st Cohort Legionnaires (warrior **1-2: 4 3-6: 6 7-10: 8**)
- Legionnaires (warrior **1-2: 2 3-6: 3 7-10: 4**)
- Auxiliaries (warrior **1-2: 2 3-6: 3 7-10: 4**)

## DEPLOYMENT

The Romans begin anywhere along the tree line to the north side of the river. This should be about 12" from the bridge and about 12" from the edge of the board. The Romans are deployed after the Germans.

## OBJECTIVES

The ultimate goal of the Lost Century is to survive, and discretion has been the better part of valour in previous scenarios. Now, however, direct fighting cannot in anyway be avoided and the legionnaires must smash through densely packed German warriors if they are to escape the forest. To be successful in this scenario the legionnaires must escape off the opposite edge of the board, after first crossing the river. How long they have to achieve this



depends on how successful they were in gathering supplies in the previous scenario. The Germans guarding the bridge are all first rate warriors capable of standing toe to toe with the Romans. This will make breaking through them difficult, and impossible without casualties.

If time is on your side, thanks to a good result in Sustaining the Eagle, you should be able to use any bow armed auxiliaries and have legionnaires throw pilums to weaken the German line before making a decisive attack. Or maybe have some legionnaires attempt to swim the river to flank the Germans. However, if time is limited an all out attack is the only real option.

### **THE GERMANS**

The German forces are divided into two groups: the elite warriors guarding the bridge and a group of lesser fighters who are rushing to the bridge to help their brothers. The bridge defenders are deployed on - you guessed it - the bridge, in any way you like.

However, they cannot be in direct base contact, as per Age of Blood rules, unless they go into shieldwall. And they can't start in shieldwall, so forget that trick. The second group of warriors begins on the southern board edge, within the trees.

Unlike the previous scenarios the Germans do have a significant numbers advantage over the Romans, but this time the Romans are the ones who must come to them. On the bridge the Germans have plenty of tough warriors who, when in shieldwall and supported, will create an obstacle even the most skilled of legionnaires will find hard to break through.

#### ***The Bridge Defenders***

1 x Tribal Champion  
8 x Noble Warriors

#### ***The Reinforcements***

1 x Tribal Champion  
4 x Noble Warriors  
4 x Warriors with spears and shields

4 x Warriors with bows

German heroes from previous scenarios do not take part in this one, but will return in the next part of the campaign, so don't lose details of any experienced gained so far.

### **GERMAN OBJECTIVES**

As always the main objective is to slaughter as many of the Roman scum as possible. They are invaders in your land after all. The more Romans killed in this scenario the more chance of an overall German campaign victory. But in this scenario the idea is to hold up the Legionnaires as much as possible. They are on a time limit, and if they haven't all escaped before the German pursuers have reached the area, you'll win.

Standing and fighting is the best and most simple tactic to use, assuming the Romans all try and cross the bridge. However, if some try and swim the river then you will need to be able to improvise to take care of any Romans who should survive the swim.

### **WHERE THE EAGLE DIES**

The Aquilifer carries the eagle standard of the legion and for both armies this is an important symbol worth fighting for. If the Aquilifer is killed, whatever model killed him, if he is in base contact, automatically collects the eagle. He can be deprived of it in the same way. If the Aquilifer is killed without being in base contact with an enemy, whatever model can move into base contact with his corpse collects the eagle.

If the Germans have, in either previous scenario, collected the eagle, then ignore this rule. Whichever side is in possession of the eagle when the campaign ends will receive a significant boost to their chances of victory.

### **VICTORY CONDITIONS**

If the Germans manage to kill all of the Romans then they are victorious, but this is an unlikely occurrence. If the Romans



manage to kill all the Germans then they do not need to exit off the board edge, but it won't mean they have necessarily won the game.

How many units of supplies the Romans collected in the previous scenario determines how many turns the Romans have to win. If they achieve their objective after this time limit is up they have lost the scenario, but have at least survived it.

The time limit represents the German tribes who are pursuing the fleeing Romans. The more supplies that they gathered the greater lead they have been able to build over their enemies, and therefore the more time they have to cross the river.

The time limit is equal to the number of Roman models that exited the board in Sustaining the Eagle, but with 12 turns minimum. If by the end of this turn the Romans haven't all exited the board or killed all the Germans, they lose the scenario and the Germans win. If you're playing this scenario as a one-off then roll a D10 to see how many turns the Romans have to win.

#### **D10 Roll Result**

1-2	12
3-8	16
9-10	20

#### **EXPERIENCE**

The Roman and German heroes that survive receive experience which allows them to increase in levels, and therefore improve their fighting abilities, should they collect enough. As the campaign progresses, if the heroes survive, they can continue their advancement through the levels. Page 49

of the Age of Blood rulebook shows the experience rewards for actions on the battlefield. In addition the following lists show how much experience a hero receives for achieving certain goals.

#### **Experience Awards**

- +3 Carrying the eagle off the board (Roman only)
- +4 Killing the Aquilifer (German only)

#### **INJURIES**

In a typical Age of Blood campaign when a model dies in battle he is not necessarily dead. He could have just been severely wounded and unable to continue fighting. For Romans that have been killed in the battle, do not use the removed from play table on page 28 of the AoB rulebook, and instead roll on the below table.

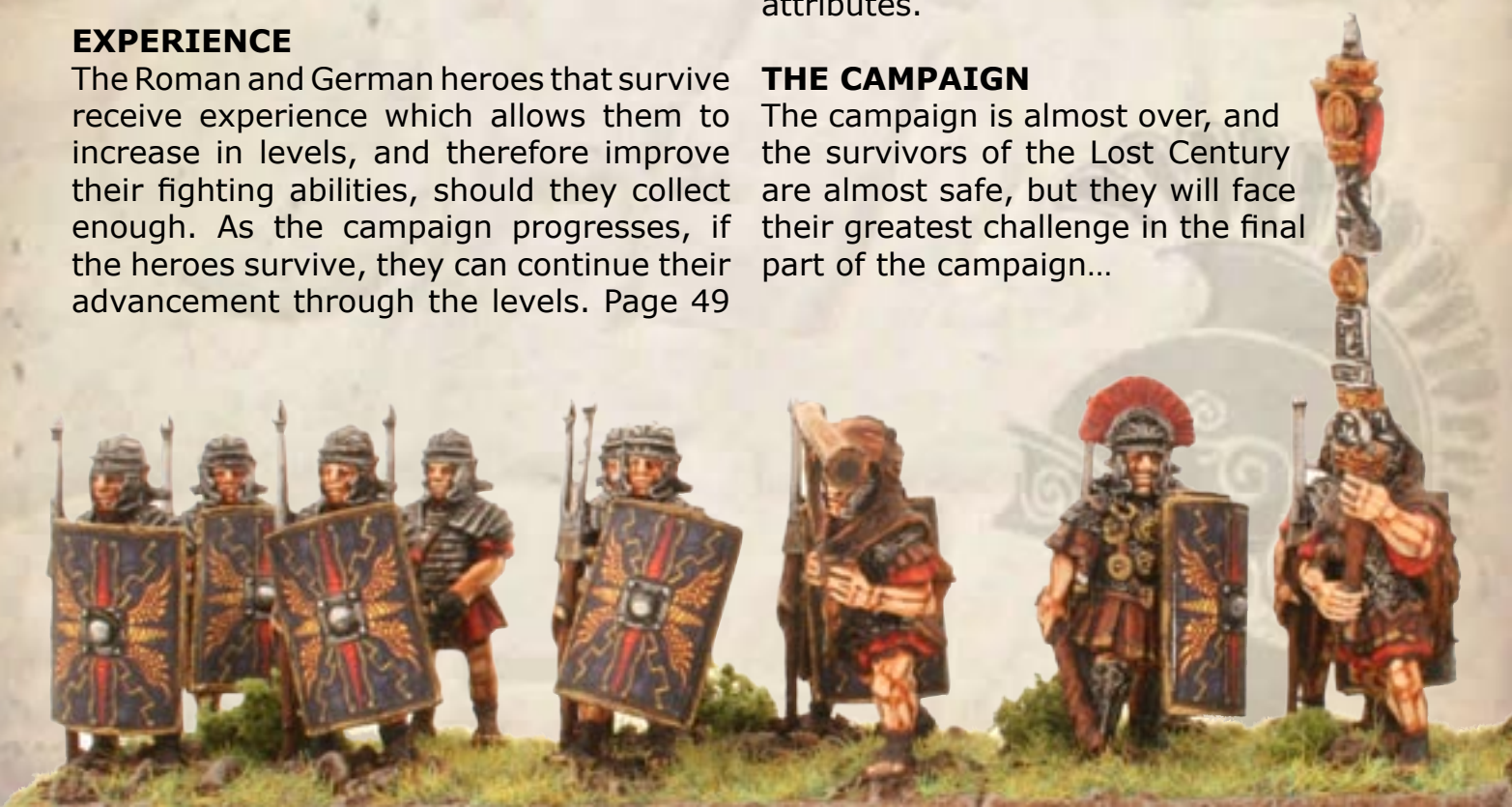
#### **D10 Roll Result**

1-7	Dead
8-9	Injured
10	Recovered

Dead models are exactly that and have either died straight away or been killed by the Germans when they realise they were still breathing. Injured and Recovered models must both roll on the War Wounds table to determine the effects of their injuries. Models who gain the Injured result also receive an additional -1 penalty to all attributes.

#### **THE CAMPAIGN**

The campaign is almost over, and the survivors of the Lost Century are almost safe, but they will face their greatest challenge in the final part of the campaign...





# ARTHURIA

TRUE 25MM KING ARTHUR FIGURES





# AN ANTICS

S FROM THUNDERBOLT MOUNTAIN





# The Battle of Westport

Missouri, October 23rd 1864

By Donald McCormack

*This scenario is presented for the Fire & Fury wargaming rules and covers one of the largest, yet possibly one of the least well known, conflicts of the American Civil War. The article was submitted by a Canadian reader, Donald McCormack, who says he drew inspiration from a set of Orbats used by a gaming club he frequents to play this scenario.*

## INTRODUCTION

This was a large battle that lasted for three days and basically had no major impact on the Civil War – which is sad when you consider the life lost. I have seen it described as the ‘Gettysburg of Missouri’ and a feature of the battle is the amount of cavalry used – lots, so roll out those bases of cavalry because you’ll need them.

By 1864 Westport was already a major city (today it is called Kansas City) as it was a stopping off point for pioneers travelling along the Oregon, California, and Santa Fe Trails as they headed west.

In September of 1864, Sterling Price led his Confederate Army of Missouri deep into Missouri. Major General William S. Rosecrans, commanding the Federal Department of the Missouri, immediately began assembling troops to repel this invasion force.

The City of St. Louis was too heavily fortified

for Price to deal with so he moved further west to threaten Jefferson City. Some light skirmishing again left Price thinking that his targets were too heavily fortified and so he again moved west towards Kansas.

Rosecrans’s cavalry, under the command of Major General Alfred Pleasonton, was in pursuit of Price with a large detachment of infantry from the Army of the Tennessee under Andrew J. Smith.

This meant that Major General Samuel R. Curtis was now facing the threat of Price’s army as it moved into his area. Curtis thus recalled James G. Blunt from western Kansas to organise and lead the 1st Division of the Army of the Border. George Dietzler called out the Kansas State Militia, which would become the 2nd Division with Dietzler in command.

Blunt eagerly started his march east towards Lexington and was confident he could confront the Confederates and overcome them. But Curtis was having his own problems. The Kansas Militia units were none too happy about fighting in Missouri. This left Curtis with no option other than to order Blunt to fall back to a new position – Westport. The belief was that the closeness to the Kansas state line would entice the militia to fight.

## THE BATTLE

Deployment was simple and obvious given the terrain. Blunt’s division was ordered by Curtis to take up a defensive position





along Brush Creek and Dietzler's militia was ordered to man the right flank. The Confederate commander Price hoped that his force would defeat Curtis's main force before Pleasonton managed to join him.

His plan was a relatively simple one: Blunt's division would be engaged by Shelby and Fagan while Marmaduke was to guard Byram's Ford across the Blue River to prevent Pleasonton from linking up with Curtis. It was at dawn on October 23 that Price attacked and pushed back the Union forces. Curtis counter-attacked and drove the Confederates back across Brush Creek. The combat see-sawed back and forth across Brush Creek for over four hours, neither side really gaining any ground.

Finally a brigade under Col. Thomas Moonlight found its way through a small ravine (help from a German farmer apparently) and hit the exposed left flank of Price's force. This forced the Confederates to fall back to a new defensive line, with Curtis now taking the offensive. Pleasonton was soon to arrive and his troops routed Marmaduke's force that was located at Byram's Ford.

The last nail in the coffin of this battle was the arrival of a Union cavalry force that had been sent south to attack Price's rear guard. The Union army was linking up on three sides and the Battle of Westport was over. Price was forced to retreat.

## SUMMARY

The Battle of Westport was one of the largest battles west of the Mississippi River, with over 30,000 troops involved

and there were roughly 1,500 casualties on both sides. The Union victory put an end to Price's threat to Missouri and the hotly contested border state of Missouri was now firmly in Union control.

As to Price and his force, well it was to fight mostly rear guard actions on its retreat to Arkansas, and on November 1st, 1864 his expedition ended. It was the last campaign in the Trans-Mississippi Theatre and also the last major threat any Confederate force would pose to a northern state.

## Orders of Battle and F&F Unit Stats

### Union Forces - Army of the Border

Curtis	1 Ldr
<i>Provisional Cavalry Division</i>	
Blunt	1 Ldr
Jennison	4/3/2 Cav
Moonlight	E 5/4/3 Cav
Blair	9/8/5 Inf
Ford	6/5/3 Cav
Artillery	2 Artillery
	1 Horse Artillery

### *Kansas State Militia Division*

Dietzler	1 Ldr
Robinson	6/5/4 Inf
Tracy	6/5/4 Inf
Johnson	6/5/4 Inf
Gordon	6/5/4 Inf
Quigg	6/5/4 Inf
Veale	6/5/4 Inf
Hinton	6/5/4 Inf
McFarland	6/5/4 Inf
Hubbell	6/5/4 Inf







Lowe	6/5/4 Inf
Weer	6/5/4 Inf
Artillery	1 Artillery

*Army of Missouri - Provisional Cavalry Division*

Pleasanton	1 Ldr
Philips	8/6/4 Cav
Sanborn	10/8/5 Cav
Winslow	10/8/5 Cav
Artillery	1 Horse Artillery

**Confederate Forces - Army of Missouri**

Price	1 Ldr
-------	-------

*Shelby's Division*

Shelby	1 Ldr (E)
Thompson	E 9/6/4 Cav
Jackman	10/8/5 Cav
Artillery	1/2 Horse Artillery

*Fagan's Division*

Fagan	1 Ldr
Dobbin	6/5/3 Cav
Slemons	6/5/3 Cav
McCray	5/4/3 Cav
Artillery	1/2 Horse Artillery

*Marmaduke's Division*

Marmaduke	1 Ldr
Clark	8/6/4 Cav
Freeman	4/3/2 Cav
Artillery	1 Horse Artillery

**THE GAMING TABLE**

What I have done with this map (which looks a lot better than the one I sent to Wargames Journal) is abstract the real work with what can be achieved on a gaming table.

Sounds stupid I know, because you can achieve anything if you put your mind to it, but my concept is for a table that can be gamed upon, does not need lots of customised work to make it look like the real thing, a table that basically shares a lineage with the actual battle terrain. It is not an exact likeness, nor is it a 100% copy of the real event.

So I have, for gaming sake, missed off the river known as Big Blue and also missed off Byram's Ford. Anyone who knows this battle will be looking at this text no doubt in a state of horror, thinking I have gone mad and got it all wrong. This is not the case. For the sake of gaming I have used the vast majority of this actual battle but changed the rolls of Marmaduke and Pleasanton.

My logic here is clear: it's a game and I wanted to construct something that played well and was enjoyable. I'm sure I am not alone in thinking that a game where you sit there 'historically' awaiting your 'go' or your 'demise' is never a great thing. I once played a Napoleonic game where I was given a bunch of cavalry and I waited 3 hours of a game (it was a big one) before I got to execute my orders. Not the most stimulating time of my wargames career.

I have made Westport an 8' x 4' gaming table using 15mm figures (my preferred choice for F&F) and if you use larger or smaller figures then rework the gaming table. I have played it on a 12' by 6' in 28mm scale and a 6' x 4' using 10mm and 6mm. So modify the size of the game table as you see fit.

The scenario starts at 07:00 with the Union turn and ends at 14:00 with the final Confederate turn.

**DEPLOYMENT - UNION**

The Union player is in position and set to receive the charge down the incline of the Confederate player. The Union player(s) will set up his first batch of units in the squares adjacent to U2 on the map – including U2 itself. The following units are fielded at the start:

- Blunt
- Ford
- Moonlight
- Jennison
- Blair
- 2 x Artillery (Blunt's)
- 1 x Horse Artillery (Blunt's)

This first set of troops can be deployed



in any legal F&F formation (mounted or dismounted, limbered or unlimbered) and all units must be North of Brush Creek.

### DEPLOYMENT – CONFEDERATE

The only Confederate force to be deployed immediately on the board are those under the command of Marmaduke. His entire Division should be placed in the 4 squares adjacent to the C3 marker on the game map. Marmaduke has been given orders to watch out for a Union force that is expected to cross Big Blue at a location called Byram's Ford.

The location in these squares of the Division is totally at the discretion of the Confederate player(s).

### REINFORCEMENTS – UNION

The first set of troops to arrive are the Kansas Militia who are a raggedy bunch of troops who will wind their way down the road crossing U1 and deploy to the right flank of Blunt.

These troops arrive using a D10 dice roll every turn, until they all arrive:

- 1-5 Nothing Arrives
- 6-8 One Unit Arrives
- 9-10 Two Units Arrive

The first unit that appears will be accompanied by Dietzler and the third unit that appears will have the Divisional Artillery with it.

The more fun (for this read complex) arrival is that of Pleasonton and his cavalry. I saw a few years ago a way of giving a unit a number and then rolling a D10 each turn of the game. When that number was achieved the unit arrives, but bad dice rolls can simulate poor command, the fog of war and a myriad of other things.

So for each of the units under Pleasonton's command roll a D10 and make a note of the number at the start of Turn 1. In Turn 2 and beyond add another individual dice roll to each and when the following numbers are equalled or bettered the said

unit can arrive:

<b>Pleasanton</b>	<b>22</b>
<b>Sanborn</b>	<b>22</b>
<b>Winslow</b>	<b>28</b>
<b>Artillery</b>	<b>28</b>
<b>Philips</b>	<b>32</b>

For example, in Turn 1 a D10 is rolled for Sanborn (number 9, good start) and then in Turn 2 a 3 is rolled, Turn 3 a 6 and then on Turn 4 a 9 is rolled – Sanborn arrives.

### REINFORCEMENTS – CONFEDERATE

The first Confederate troops to reinforce Marmaduke arrive at 07:00 and consist of the following units:

Shelby's Division (Shelby, Jackman, Thompson and Artillery) will arrive at **C1**

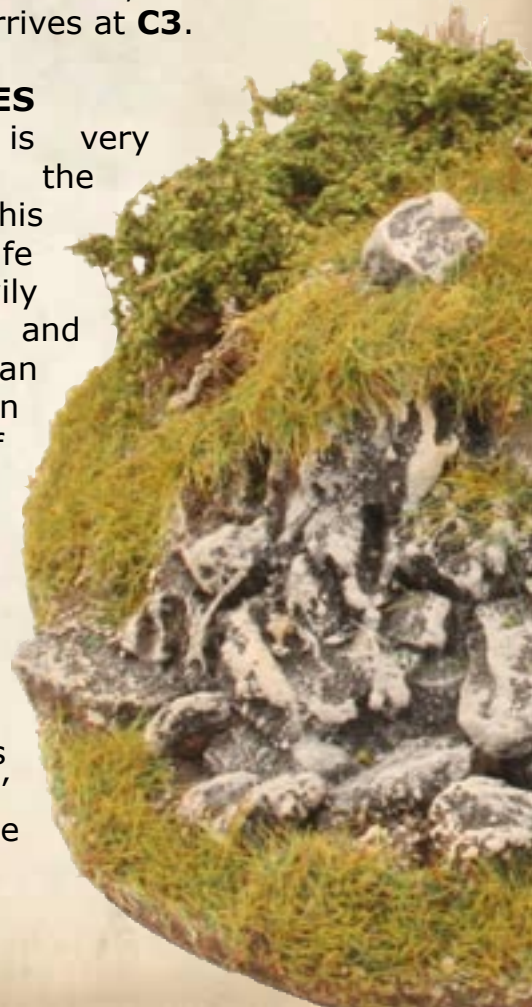
Next up is Fagan at 07:30 and he arrives at **C2** bringing:

Fagan, Dobbin, Slemons, McCray and the Horse Artillery

As to the Confederate Commander Price he will take the table should any Confederate commander be killed, wounded or captured. He arrives at **C3**.

### SPECIAL RULES

The terrain is very important to the playability of this game. In real life this was a heavily wooded area and therefore you can expand upon the amount of trees that I have included on the map, or you can play the game as I have designed it. It all depends on how 'real' you want the scenario to be.





Use the following rule guides for F&F:

- All hill and contour lines will give a +1 charge modifier for favourable ground
- Brush Creek cannot be crossed by the artillery, but it can be crossed by cavalry and infantry stands. It provides a +1 charge modifier for any unit defending it
- All woods are classed as rough terrain and will block visibility and provide a -1 fire combat modifier
- Defence bonuses are not cumulative
- The stone walls provide a -1 fire combat modifier and a +1 bonus in charge combat

- The walls can be crossed by artillery – but provide a 2- off movement. The walls will not impact the movement of any other units

- The Confederate Artillery is listed for this battle

as half batteries and as such you should give them all a damaged battery marker. This means that one more hit/damage will destroy them

- You can elect to play this game as part of the 3rd Day of combat manoeuvres or at the start. If you elect to play the game after the forces have been 'chasing' each other around you should therefore reflect this by making units tired. So reduce the bonus for being fresh from +2 to +1 and apply it to manoeuvre and charge combat

- The Kansas State Militia is of a poor quality. You should therefore apply a -1 on all manoeuvre dice rolls. This is an option but I would recommend it to help *balance* the game

- The actions of the German farmer will allow an outflanking action to take place against a Confederate unit. If any Confederate unit moves into the area marked on the map as Outflank the Union player gets to roll a D10 and if a 6 or more is rolled Mr Thoman appears and the nearest Union unit can be moved into a flank charge against the Confederate unit and receives a +2 bonus. This action can be performed ONCE.

### THE OPTIONAL MAP

If you want to make this scenario and game more 'realistic' then you could easily modify the map to include Big Blue. I would run it from Brush Creek in C8 and exit it before the trees in A8. On the border between B8 and C8 I would place Byram's Ford and the houses near to B6/7 should be replaced with a fortified hill. It is this hill that Marmaduke would start the game on, awaiting Pleasonton's arrival over the Ford.

### VICTORY CONDITIONS

The simple way to calculate the victor of this game is by using standard F&F modifiers.







# Mortal

By Tom Hinchelwood

*In the First Age of Middle Earth the animosity between Dwarves and Elves began when the two races warred with one another over one of the Silmarils. In this scenario for Warhammer, a Dwarf war band has ambushed an Elven war host with the aid of vicious Hill Trolls.*

## INTRODUCTION

Thousands of years before the events told in the Lord of the Rings, the Elves and the Dwarves were friends and had fought alongside one another against the evil of the first Dark Lord, Morgoth. But their friendship was to come undone by greed and war and forever afterwards there would be mistrust between the two peoples.

The cause of this rift was on account of one of the Silmarils – the great jewels fashioned by Fëanor of the Elves and once stolen by Morgoth, then known as Melkor. The Silmarils numbered three and inside them was captured the beauty and light of the Two Trees, Laurelin and Telperion, which originally provided light to the world before Morgoth destroyed them.

After many great wars the Silmarils were recovered by the hero Beren and the Elf princess Lúthien. As a bridal gift, Beren gave one of the Silmarils to the Elf king Thingol, who ruled over the Sindar realm of Doriath. Thingol wished the Silmaril to be fixed into the necklace Nauglamír for his wife Melian, and to do this he summoned Dwarves from the Blue Mountains.

The Dwarves agreed to Thingol's request but became so captivated by the majesty of the Silmaril that when the time came to hand the finished necklace back to Thingol, they refused to do so. An argument broke out that ended in bloodshed and Thingol was killed by the Dwarves, who fled Doriath with the Silmaril.

When those Dwarves returned to their





# ENEMIES



mountain kingdom they told untruths about what had happened, claiming that Thingol had turned against them. A great host of Dwarves descended upon Doriath and sacked its cities. The Silmaril was once again recovered by Beren as he led a force of Elves against the Dwarves and ambushed them as they were returning from their attack.

## THE SCENARIO

This scenario takes place after the Dwarves returned to the Blue Mountains in possession of the Silmaril, but before the Dwarf army descends from the mountains to attack Doriath. Soon after the Dwarves had spread their lies about what happened to Thingol, a force of Elves arrives in the Blue Mountains, having pursued the Dwarves and seeking to recover the Silmaril and avenge Thingol's death.

The Grey Elves of Doriath are accompanied by a mighty Noldor lord and his retinue, who was a friend of Thingol and had been staying at his palace. They are unused to the mountains and fell behind the Dwarves they pursued and now find themselves far from home and in the midst of their enemies.

The Dwarves have spotted the Elf host and have assembled some of its most skilled fighters to ambush them. To help them in the slaughter the Dwarves have enlisted the services of a tribe of Hill Trolls, who although enemies of the Dwarves, have become entranced by the Silmaril and will now do anything for those who command it. The Dwarves, ever the masters of the mountains, have led the Elves straight into a narrow ravine where they can lay their ambush.

## THE RULES

This battle uses the Warhammer system from Games Workshop, but with a twist. It's a skirmish game. As such there are a number of special rules that are applied to make the mechanics fit to playing with a few dozen figures instead of several times that amount like in a typical Warhammer game.

You can use Warhammer Fantasy Battle, Warhammer Ancient Battles, or Mordheim rules for this game, as they're all pretty much the same, barring minor differences. Mordheim is probably the best choice as this is a modified version of the Warhammer system specifically for skirmish games. Mordheim is available for free from the specialist games section of the Games Workshop website.

Regardless of which Warhammer variant you use, apply the following special rules when playing this battle:

### Unit Size

All units can be a maximum of five models in size, but there is no minimum.

### Skirmishers

All units operate in skirmish formation up to 2" apart from one another. As such they are at -1 to be hit by missile weapons. Models in a unit must maintain unit cohesion. Any model not within 2" of a live figure from the same unit suffers -1 Leadership. Models are able to "see" 360 degrees around them, and so can move/charge/shoot in any direction. They can move double the normal movement distance so long as they are not within 4" of an enemy model.



### **Psychology**

Units obey all the normal psychology rules but do not have to take break tests until half of their number has been killed.

### **Alternate Activation**

I go, you go in Warhammer is not the best mechanic in the world, and an even worse one in a skirmish game. Therefore take it in turns to use a unit, with one player selecting a unit and moving, shooting and fighting with it as normal, before your opponent does likewise. A single hero model counts as one activation.

### **Follow Up Moves**

If a model slays its enemy, it may make a follow up move of any movement that it has not already used. If it has no movement, it can still pivot up to 360 degrees.

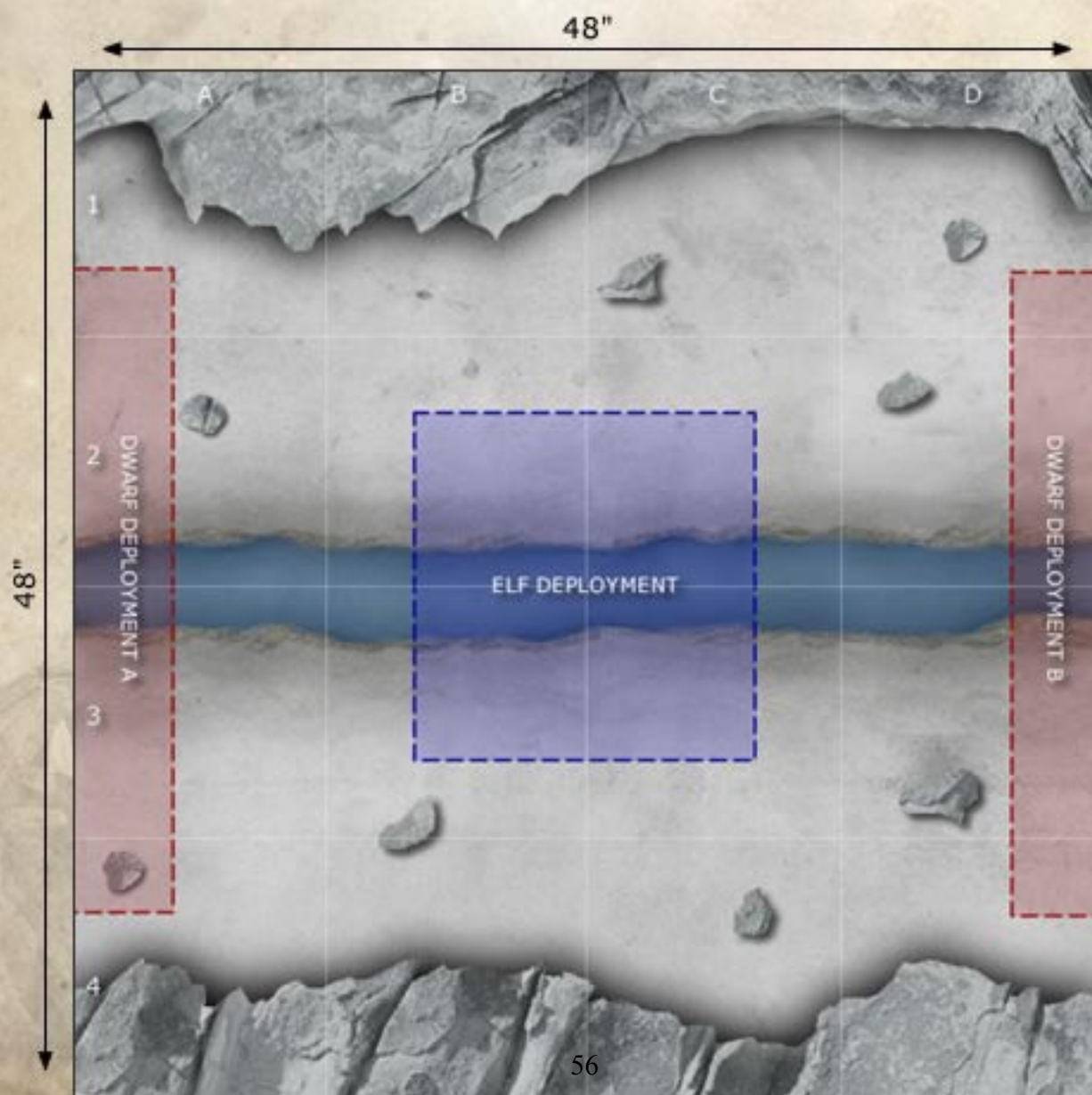
### **Break Tests**

Units do not have to make break tests for losing combats, only when a casualty is lost.

### **THE MAP**

The battle takes place in a narrow pass in the Blue Mountains, playable in a 4' by 4' area. You don't need a stone coloured table to play this game (although one would help) and any similarly sized board will do fine. Along two edges of the map run difficult and impassable terrain in the form of mountain sides, and these can be represented by conventional hill scenery to create a roughly 36 inch ravine through the middle of the board.

If you don't have enough hills of appropriate scenery to do this then just play the game on a board that is 4' long by 3' wide instead.





The only other scenic requirements are a few scattered rocks to provide a bit of cover and a stream/river that flows down the centre of the pass. The river is shallow and counts as difficult terrain.

## **THE DWARVES**

The Dwarven ambushers are a group of tough veteran fighters led by a minor king and his personal bodyguard. Alone they are no match for the Elves, but they have the aid of a band of murderous Hill Trolls, and together they form a formidable fighting force.

The map shows two deployment areas for the Dwarves (A & B), and the Dwarf player can divide his forces up as he wishes between these two areas. However, he cannot place all of his troops in the same deployment zone and must place at least one quarter of his number in one zone.

The Dwarf and Hill Troll alliance consists of:

**1 x Dwarf King**

**2 x Dwarf Champions**

**4 x units of 4 Dwarf Veterans with Hammers**

**2 x units of 4 Dwarf Veterans with Pole Axes**

**3 x units of 4 Hill Trolls**

### **Dwarf King**

The Dwarf Kings are amongst the oldest and wisest of their race. Dwelling in the cold peaks of their mountainous homes are dangers innumerable, and the Dwarf Kings must be strong of arm and will if their people are to survive. Dwarf Kings are veteran warriors who have duelled, warred, and brawled for long decades. Any effects of age on their stout limbs have been nullified by a lifetime of experience.

Weapons: Dwarf Heirloom Sword or Dwarf Heirloom Axe

Armour: Dwarf Heavy Armour and Shield.

King: A Dwarf force can only ever include a single Dwarf King and he is always its general. So loved are Dwarf Kings that if

they fall in battle all other Dwarves are so dismayed by the loss that they suffer -1 Leadership for the rest of the game.

Dwarf: Dwarf Kings obey all the special rules applicable to Dwarves.

### **Dwarf Champion**

Dwarf Champions are the greatest warriors of their race, trained from a young age and with skills honed from a lifetime of battles against the foul creatures of Middle Earth. Armed and armoured with peerless Dwarven wargear they are a match for all but the most powerful of the Elves.

Weapons: Dwarf Sword or Dwarf Axe

Armour: Dwarf Heavy Armour and Shield.

Bodyguards: If a Dwarf King leads a force that includes Dwarf Champions, at least one of the Champions must stay within 4" of the Dwarf King at all times.

Dwarf: Dwarf Champions obey all the special rules applicable to Dwarves.

### **Dwarf Veteran**

Thick-limbed, strong and brave, the Dwarves make fine fighters who are able to stand toe to toe with warriors of all races. What they lack in mobility and size they make up for in grim determination, courage and steadfastness. Dwarf Veterans are warriors who have been in many battles and are the elites of the Dwarf forces.

Weapons: Dwarf Hammer or Dwarf Pole Axe.

Armour: Dwarf Heavy Armour and Shield.

Dwarf: Dwarf Veterans obey all the special rules applicable to Dwarves.

### **Hill Troll**

The Trolls of Middle Earth were made by Morgoth in mockery of Ents, and these Hill Trolls are the most cunning of that breed. They are of a similar height to a man and are covered in thick horny scales that can turn aside even Dwarven blades. Their great strength and savagery alone makes them dangerous, but these Hill Trolls are



armed with hammers and defended by shields to make even Elves wary of their might.

Weapons: Hammer.

Armour: Shield.

Scales: Hill Trolls are covered in scales that protect them as if they were armoured. For this reason they have a natural save of 5+ (4+ with their shields).

## DWARVEN SPECIAL RULES

### ***Steadfast***

Dwarves are incredibly brave in combat, as long as the battle is going their way. As long as at least half of the Dwarves are alive, they all count as Stubborn.

### ***Mountaineers***

In the mountains Dwarves are at their best and count impassable terrain as very difficult terrain, and very difficult terrain as difficult terrain. Difficult terrain counts as open ground to them. This only applies to terrain such as rocks, slopes and hills etc., not the river.

### ***Animosity***

Though they are using the Hill Trolls to help them slay the Elves, the Dwarves still despise the creatures. Therefore, a Dwarf within 2" of a Hill Troll suffers -1

Leadership.

### ***Dwarf Weapons***

The Dwarves are the finest makers of weapons in Middle Earth, surpassing even the Elves in their craftsmanship. Dwarf Weapons, whether swords, axes or hammers, grant their wielder +1 Strength when rolling to Wound.

### ***Dwarf Pole Axe***

The Pole Axe is a cross between a double handed axe and a spear, delivering a more powerful blow than a standard hand weapon, but without the clumsiness of a typical great axe. A Dwarf armed with this weapon receives +2 Strength when rolling to Wound but cannot use a shield.

### ***Dwarf Heavy Armour***

The metalworking skills of the Dwarves are not limited just to weapons and Dwarven armour is the best there is. Dwarf Heavy Armour grants the wearer an armour save of 4+, or 3+ when combined with a shield.

### ***Dwarf Heirloom Weapon***

These are weapons passed down from king to king and are enchanted to aid the wielder in battle. A Dwarf King armed with an Heirloom weapon may re-roll any failed roll to Wound, once per turn.







## THE ELVES

The Grey and High Elf force consists of skilled Grey Elf spearmen and archers backed up by the incredibly tough High Elves, who are quite simply nails. The Elves begin in the centre of the board and must deploy their forces first.

The Elf host consists of:

- 1 x Noldor Lord**
- 1 x Noldor Sentinel**
- 2 x Noldor Guardians**
- 1 x unit of 4 Noldor Protectors**
- 2 x units of 4 Sindar Archers**
- 2 x units of 4 Sindar Spearmen**

### Noldor Lord

Amongst the greatest combatants of Middle Earth are the Elf Lords and the greatest of these are those of the Noldor, the High Elves. Elf Lords are capable of tremendous feats of skill and inspire terror in the evil creatures of Arda. Famous Elf Lords have even slain Balrogs in single combat.

Weapons: Sword and Elf Bow.

Armour: Elf Heavy Armour

Fearsome: So terrible are the skills of an Elf Lord that all creatures fear them in battle. The Elf Lord causes fear in all Dwarves and terror in the Hill Trolls.

War Horn: The Noldor Lord can blow the War Horn once per turn if he is in close combat at the cost of one of his Attacks. Any model within 4" of him must make an immediate break test. Those who fail are disheartened by the sound and suffer -1 to hit for the duration of the combat.

### Noldor Sentinel

Noldor Sentinels are masters of battle whose role it is to command Elves. They are generals and commanders who lead from the heart of the fighting. Like all Noldor they have learned their craft over hundreds of years battling the foul creations of Morgoth.

Weapons: Sword.

Armour: Elf Heavy Armour and shield.

### Noldor Guardian

The Noldor Guardians are Elf champions who carry the battle standards into the fighting, inspiring the Elves who see it to great feats of heroism. The Elves who carry these standards are amongst the most deadly of their kin, able to fight deftly despite the banners they bear.

Weapons: Sword and Standard.

Armour: Elf Heavy Armour



### **Noldor Protector**

Noldor Protectors are the warriors of their race who dedicate their lives to the defence of all that is good. They are mighty soldiers and the bane of all evil creatures and are a match for even the most skilled fighters of other races.

Weapons: Spear.

Armour: Elf Heavy Armour and shield.

### **Sindar Archer**

The Grey Elves are kin to the Noldor and though a mighty race, do not share all of the traits that make their cousins so deadly. Sindar Archers are highly skilled with their graceful Elf bows and are able to slay foes with accuracy from great distances.

Weapons: Bow.

Armour: Light Armour.

### **Sindar Spearman**

Spearmen are the mainstay of the Grey Elf forces who defend their homes against the evils of Middle Earth. Though unable to match the devastating prowess of the Noldor, they are nevertheless dangerous opponents for any enemies.

Weapons: Spear.

Armour: Light Armour and Shield.

## **ELVEN SPECIAL RULES**

### **Elf Bow**

The Elf Bow counts as a longbow with a 36" range and Elves that use it do not suffer the -1 to hit penalty for moving and shooting with the Elf Bow.

### **Elf Heavy Armour**

The skill of the Elves in making armour is second only to the Dwarves, but whereas Dwarven armour is far stronger than typical armour, the armour of the Elves is far lighter. As such an Elf in Elf Heavy Armour does not suffer -1 Movement.

## **VICTORY CONDITIONS**

The game will last for ten turns unless one of the following victory conditions is reached. As soon one of the conditions has been met the game is over.

- If three quarters of the Elf force is killed or routed the Dwarves are victorious
- If the Dwarf King and both Champions are slain the Elves win the game





THE DWARVES									
	M	WS	BS	S	T	W	I	A	Ld
King	4	6	3	4	5	4	4	3	10
Champion	4	7	3	4	5	3	4	4	10
Veteran	4	4	3	4	5	1	3	1	9
Troll	4	3	1	5	5	2	2	1	5



*Elven Archers are lethal and when used correctly can make the difference in a scenario such as this one*

THE ELVES									
	M	WS	BS	S	T	W	I	A	Ld
Elf Lord	5	8	8	4	4	4	6	5	10
Sentinel	5	7	7	4	4	3	6	3	10
Guadian	5	6	6	3	3	3	5	3	10
Protector	5	5	5	3	3	2	4	2	9
Archer	5	4	5	3	3	1	4	1	9
Spearman	5	4	5	3	3	1	4	1	9





*By Paul Guthrie*

# *The Battle of Mittel Schlossburg*

*This battle report is taken from an 1809 campaign that the local group have been playing over the last few months. As always the campaign part of the game has progressed in a decidedly on/off manner (isn't that always the way with a wargames campaign?) but it has provided us with a number of interesting games and some form of continuity.*

## **INTRODUCTION**

The following battle is non-historic, generated by the vagaries of the opposing commanders' campaign map movements. Although the terrain and the name of the battle are created randomly the general strategic situation and the order of battle relate directly to the 1809 Danube campaign.

The game itself is quite small with only three or four brigades and two or three artillery batteries per side. It could be played using a number of commercial rules sets but our group currently use Shako.

Napoleon's 1809 campaign on the Danube is a favourite with our gaming group. The variety in the armies taking part and the closeness in the quality of troops (no comment on the Austrian command and control capabilities) usually provides ample opportunity for exciting, balanced, games.

Although the excellence of the 1805 vintage French Army still existed in pockets - as ever, Davout's corps springs to mind - the campaigns of 1805, 1806 and 1807 along with the increasing drain of the Iberian Peninsula have begun taking their toll on Napoleons 'Grande Armee'.

On top of the relative decline in the French units, many 4th battalions finding their way into the army, much of Napoleon's force in 1809 was actually composed of Confederation of the Rhine troops. These Bavarian, Saxon, Hessian and Wurttemberg contingents provided, in general, good solid troops but much closer in quality to the opposing Austrian forces. In addition to these factors the Austrian army itself had continued to improve since the debacles of 1805 under the, albeit incomplete, control of their Generalissimus Archduke Charles.

The game was fought with the minor change that each infantry unit represented a battalion rather than a regiment. We also use some of the 'Advanced Shako' rules amendments available free on the Internet at: <http://www.geocities.com/TimesSquare/Fortress/9633/shako.html>

## **CAMPAIGN BACKGROUND**

What follows is an extremely brief potted history of the first phase of the 1809 Danube campaign and is intended to set the background for the battle report that follows. For a proper summary of the campaign and for a more in depth history of this pivotal Napoleonic campaign please refer to the bibliography for details of a



number of excellent books that provide the reader with an accurate grounding in the campaign.

Our campaign is based on the situation after the initial ponderous Austrian thrust across the Bavarian border had petered out and Napoleon had regained the initiative after resuming command of the army from Marshal Berthier. Berthier had left the army of Germany confused and scattered in the face of the Austrian advance and was fully aware that his real talent lay as Napoleon's chief of staff and not as an army commander.


Archduke Charles attempted to destroy Davout's isolated III corps around Regensburg but Davout defeated the Austrians at Teugn-Hausen, forcing a way through the Austrian cordon and linking with the Bavarian VII corps.

The following day Napoleon launched an offensive intended to fracture the Austrian army at Abensberg. Napoleon believed that the main Austrian withdrawal was heading towards Landshut. So he continued to organise the pursuit of what was actually

only a small part of the Austrian army under FML Hiller.

Napoleon realised his mistake after an ADC sent by Davout explained that the main Austrian army was actually facing Davout around Eckmühl. Archduke Charles again attempted to crush Davout's isolated corps but poor Austrian staff work and the slow pace of the Austrian columns attempting to implement the plan thwarted the attempt.

Following Eckmühl Archduke Charles realised the danger of the main Austrian army becoming trapped against the Danube and ordered the army to retreat across the river at Regensburg. After a long vigorous French pursuit and desperate Austrian rearguard action the main Austrian

FRENCH	AUSTRIAN
 8pdr Foot Battery	 6pdr Position Battery
 4pdr Foot Battery	 6pdr Position Battery
 Commander General St. Hilaire	 12pdr Position Battery
 Light Cavalry Brigade 9th Hussars 7th Chasseurs à Cheval 20th Chasseurs à Cheval	 Command FML Vincent
 Brigade Destabenrath 105th Ligne (3 Batt.) 72nd Ligne (3 Batt.)	 Brigade Weissenwolff IR#4 Deutchmeister (3 Batt.) IR#49 Kerpen (3 Batt.)
 Brigade Lorencez 57th Ligne (3 Batt.) 10th Legere (3 Batt.) 3rd Ligne (3 Batt.)	 Reserve Brigade Vienna Woods Landwehr (3 Batt.)
 Disordered	 Brigade Hoffmeister IR#31 Benjovsky (2 Batt.) IR#51 Splenyi (2 Batt.)
 Routing	 Cavalry Brigade Stipsicz Hussar Regiment #10 Resenberg Chevauleger Regiment #6
 Rallying	



army managed to escape to the north bank, destroying the main bridge over the Danube as it went. With a decisive campaign-winning blow now impossible the first phase of the 1809 campaign drew to a close and Napoleon began to turn his attention to marching on Vienna.

Our game follows the small Austrian force commanded by FML Hiller trapped south of the Danube following the end of the first phase of the campaign. Hiller was attempting to delay the French advance by using the various Danube tributaries as a series of barriers to the French advance, his ultimate goal being to cross the Danube and join with the main Austrian army under Archduke Charles retreating north of the Danube.

#### AUSTRIAN BRIEFING:

Elements of VI corps are acting as a rearguard for the Austrian withdrawal. The lead elements of the pursuing French have caught up with Austrian rearguard near the village of Mittel Schlossburg.

Initial deployment and the order of battle are as per the battle report map. You must

stop the French from exiting the southern table edge before darkness falls (in six hours' time). After dark your force can retire in relative safety along the single road leading from Mittel Schlossburg. It is imperative that the French pursuit is halted here to allow the Austrian withdrawal to continue unmolested.

#### FRENCH BRIEFING:

II corps is acting as the vanguard for the French pursuit of the retreating Austrians. The leading French elements have caught up with the Austrian rearguard near the village of Mittel Schlossburg.

The initial French deployment and the order of battle are as per the battle report map. You must sweep the Austrian rearguard away in order to keep the pressure on the retreating Austrians.

Pursuit of the main Austrian force must continue before darkness, which is in six hours' time. It is vital that the main Austrian force is caught and destroyed as quickly as possible.







## Battle Report – The Battle of Mittel Schlossburg

### 15:00

The Austrian plan involved deploying their main force across the hilly terrain that dominates the two roads that converge around the town of Mittel Schlossburg. The single road used by the main Austrian force to retreat from the area was the key area to be denied to the advancing French.

The cavalry were positioned on the left flank with the hope that this would provide a clear path towards any approaching French and to provide support for the Austrian left wing. The Vienna Woods Landwehr were placed near the town of Mittel Schlossburg in order to provide a small reserve force.

With that the Austrian commander (Neil Fawcett) hoped that the thick wooded areas would indeed prove impenetrable to the advancing French and began praying for nightfall.

The French commander (yours truly!) began bringing his units on north of

Mittel Schlossburg with Destabenrath's regiments, supported by both Colbert's light cavalry brigade and the horse artillery battery, to the fore.

### 16:00

Once deployed Destabenrath immediately began organising his assault on the Austrian left flank. The battalions of the 72nd and 105th Ligne formed into columns and pushed out a strong skirmish screen.

The French then began a steady advance on the Austrian position with Colbert's light cavalry regiments trotting beside them in support and the horse artillery battery galloping forward to begin preparing the way for the infantry assault.

As the French assault gained momentum the Austrians began what was to be an ineffective cannonade from the badly sited 12pdr batteries and the attached 6pdr position battery.

The French, emboldened by the fact that the Austrian artillery was so ineffective, pushed on with the assault at a quicker pace. However just as the French right





wing began to approach the defended hill the Austrian cavalry commander unleashed the Stipsicz Hussars, supported by the Rosenberg Chevauleger, in a charge aimed at the flank of the advancing 72nd Ligne.

cloud of French skirmishers that preceded the assault columns but could only crash against the squares that the 72nd Ligne hurriedly formed before the Austrian horse reached their position.

The Hussars rode down and scattered the

Risking everything the Austrian cavalry







commander committed the Rosenberg Chevauleger in a futile attempt to break the French squares and ride down the French right flank.

### 17:00

Once the dust had settled the Austrian cavalry were in full retreat and finding somewhere to rally and reorganise their depleted and blown regiments. At least the Austrian cavalry charge had succeeded in stopping the advance of the 72nd Ligne who were busy changing into columns from the squares they had been forced into by the cavalry.

Although the 72nd Ligne had been stalled the 105th Ligne and the supporting light cavalry had managed to continue their advance on the Austrian position. The French infantry and cavalry launched a well co-ordinated attack on the beleaguered Austrian battalions of IR#31 and IR#51 which were standing nervously in line, the French horse artillery battery providing close support to the assault.

As the French attack on the Austrian left wing began to develop Lorencez's brigade

eventually began to deploy. Advancing in echelon with the 10th Legere leading, the veteran brigade began to move towards the Austrian right flank. The French battalion columns, preceded by clouds of skirmishers, marched forward with the 8pdr foot artillery battery providing support.

### 18:00

On the Austrian left flank brigade Hoffmeister could not stand in the face of the constant pressure. Ineffective artillery support and poor defensive volley fire did not help and with their morale broken the brigade began streaming to the rear.

Finding their position untenable the Austrian 6pdr and 12pdr position batteries limbered up and retired in the wake of the routing infantry. Even FML Vincent was forced to move position as a result of the French victory.

Following their heroic contribution to the attack on the Austrian position the French light cavalry have become disordered. As Colbert reorganises his elated regiments the 105th Ligne consolidate their position on the captured hill and the 72nd Ligne





move into position to support the recent French gains.

To recover the situation on his left flank the Austrian commander orders his reserve brigade to storm the position vacated by Brigade Hoffmeister. The rallied Austrian cavalry are also committed to this attack in a desperate attempt to stem the tide of advancing French.

On the Austrian right flank the French assault begins to take shape. Both the 10th Legere and the 3rd Ligne are taking casualties from the Austrian 6pdr position battery as they close towards the steady battalions of IR#4. The elite Deutchmeister regiment is deployed in line with IR#49 in support ready to receive the French assault.

### 19:00

The attempt to stabilise the Austrian left flank was a total failure. Colbert, using all of his experience, quickly rallied his troopers and as the Austrian reserve marched towards its objective the French cavalry charged and swept them away.

One unit did not even have time to form square because they were so panicked by the sudden arrival of the French cavalry.

The 4th Battalion of the Vienna Woods Landwehr did manage to form a hasty square but the French 7th Chasseurs à Cheval smashed through them and continued on pursuing the fleeing Austrians down the Mittel Schlossburg road.

The piecemeal Austrian assault continued with the Austrian cavalry charging home. The 72nd Ligne had moved up to protect the flank of the still reorganising 105th Ligne and, remembering the earlier engagement with this unit, the Austrian cavalry soon beat a hasty retreat with the morale ascendancy firmly in the hands of the French infantry.

During this phase of the fighting FML Vincent had finally succeeded in rallying Brigade Hoffmeister and was trying to organise a defensive position close to the Mittel Schlossburg road currently being used as the main axis of retreat for the Austrians.



On the Austrian Right Flank IR#4 unleashed a series of crushing volleys on the attacking French regiments. This sent them reeling back down the hill in great disorder. Unfortunately for the Austrians before this local success could be exploited further Lorencez sent the elite 57th Ligne into the flank of the Austrians and the aggressively placed French 8pdr foot artillery battery began to take its toll on the Austrian battalions sitting in reserve behind IR#4.

### **20:00**

The struggle between IR#4 and the 57th Ligne was brutal with both sides committing all available reserves into the struggle. Finally the effective close support of the French 8pdr foot artillery battery told and Brigade Weissenwolff broke with the remains of IR#4 and IR#49 retreating and the 6pdr position battery retiring with them.

As Brigade Weissenwolff continued to retire from the field the exhausted regiments of Lorencez's brigade were quite content to consolidate their position with no thought given to organising a pursuit of the disordered Austrians.

On the Austrian left flank the cavalry and Landwehr units continued to retire from the field of battle. Destabenrath's infantry and Colbert's light cavalry formations began the process of eliminating the feeble resistance presented by the weakened Brigade Hoffmeister and this task was easily accomplished before nightfall.

### **SUMMARY**

The game was a French victory but it was only just achieved within the time limit. The use of an aggressive time limit in the game was a deliberate ploy bolted on to the scenario that fell out of the campaign mechanism. The game pitted good quality French troops against a matched Austrian force, with the exception of IR#4, that were decidedly average.

One of the key lessons learnt by the Austrian commander was the importance

of placing the artillery correctly. The Austrian 12pdr batteries were poorly sited. A combination of terrain and the placing of the Austrian infantry battalions meant that they were effectively masked for much of Destabenrath's attack on the Austrian left flank.

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- With Eagles to Glory – Napoleon and his German Allies in the 1809 Campaign by John H. Gill, Greenhill
- The Campaigns of Napoleon by David Chandler, Weidenfeld & Nicolson
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- Napoleon Conquers Austria by James R. Arnold, Arms and Armour Press



# HANNIBAL

## The Elephant Man

### INTRODUCTION

So I'm not sure why I chose Hannibal (Hanba'al, "mercy of Baal" in his native language) to write about. I had the option to choose a different military figure but I elected to go for the Carthaginian General who led the famous march across the Alps.

Hannibal is best known for his actions during what is known as the Second Punic Wars, but you could say that his warlike efforts in Spain in 220 BC were just as significant.

The home of this mighty warmonger, Carthage, is an ancient state of North Africa and during its long and eventful history it controlled European territories and parts of the south eastern Mediterranean. Carthage lasted from around the 9th Century BC (legend has it that Carthage was founded in 814 BC by Queen Dido) to 146 BC when it was destroyed by the Romans.

The state took its name from the city of Carthage which was located on the coast, roughly 10km from modern day Tunis, Tunisia. Carthaginians were adept at ship building and as a result had a powerful fleet, which was to help in its wars against the Greeks which lasted for over 200 years. But it was Rome that was to be its downfall.

Hannibal was the son of Hamilcar Barca (I keep thinking about WWII when I hear that name, how odd!) and his weaning into the ways of battle started at the tender age of 9 when he accompanied his father on military campaigns. This was when his father set out to conquer Spain ...he was 10 when he went with his father to conquer Iberia in 237 BC - now that's what I call a holiday in the sun.

When Hamilcar died in 229 BC it was not Hannibal who took power, rather it was his brother-in-law Hasdrubal The Fair who took power. From the age of 18 to 25 Hannibal was to act as military leader under Hasdrubal. As with all things life was short and in 221 BC Hasdrubal was poisoned and Hannibal was elected the new commander-in-chief. And so his campaign against Rome began ...

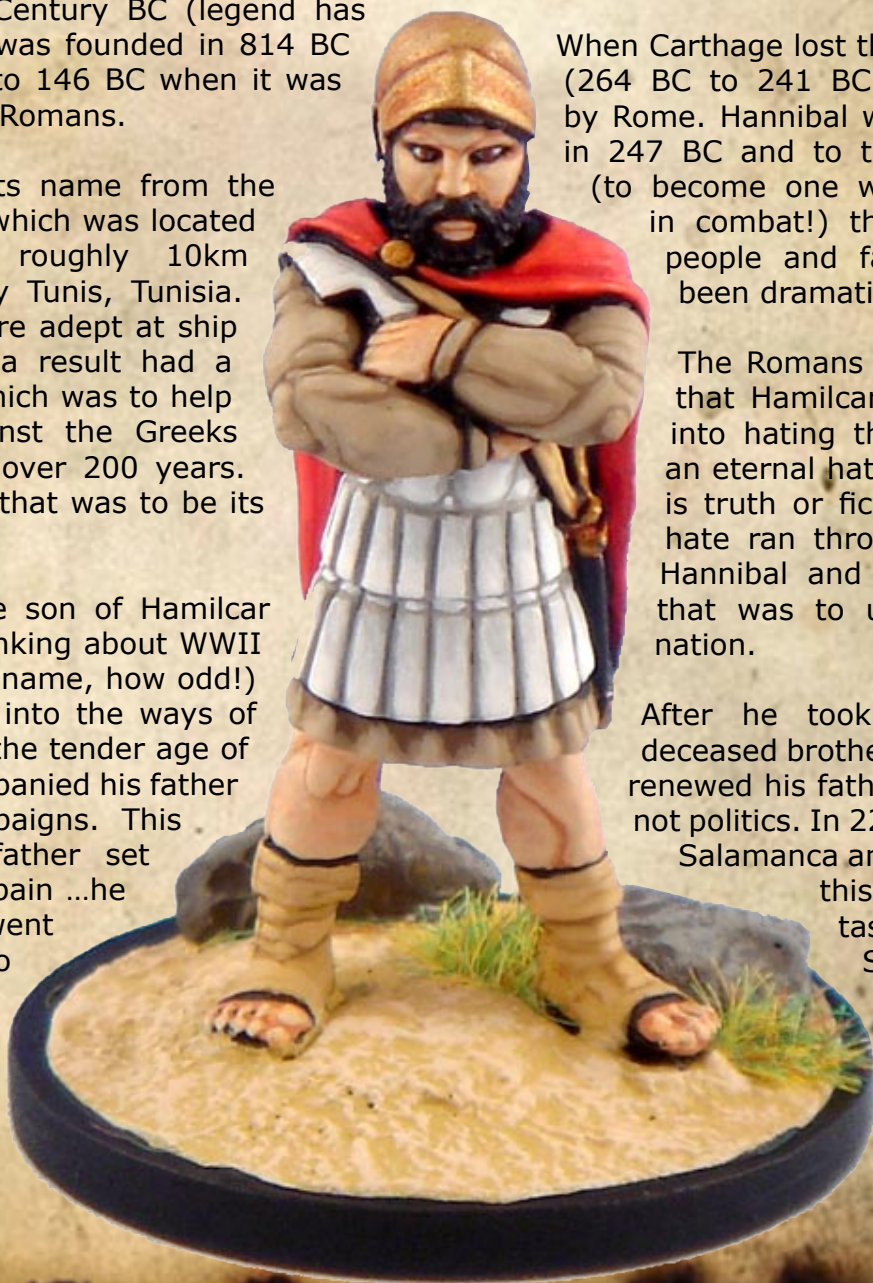
### HATRED

It seems amazing to think that a boy who travelled Spain with his warring father would take any other route than to attack Rome. After all, this was the ancient enemy. The Greeks were not exactly house guests in Carthage, but the Romans were an altogether different kettle of fish.

When Carthage lost the First Punic War (264 BC to 241 BC) it was stripped by Rome. Hannibal was born into this in 247 BC and to those young eyes (to become one when he lost one in combat!) the impact on his people and father must have been dramatic.

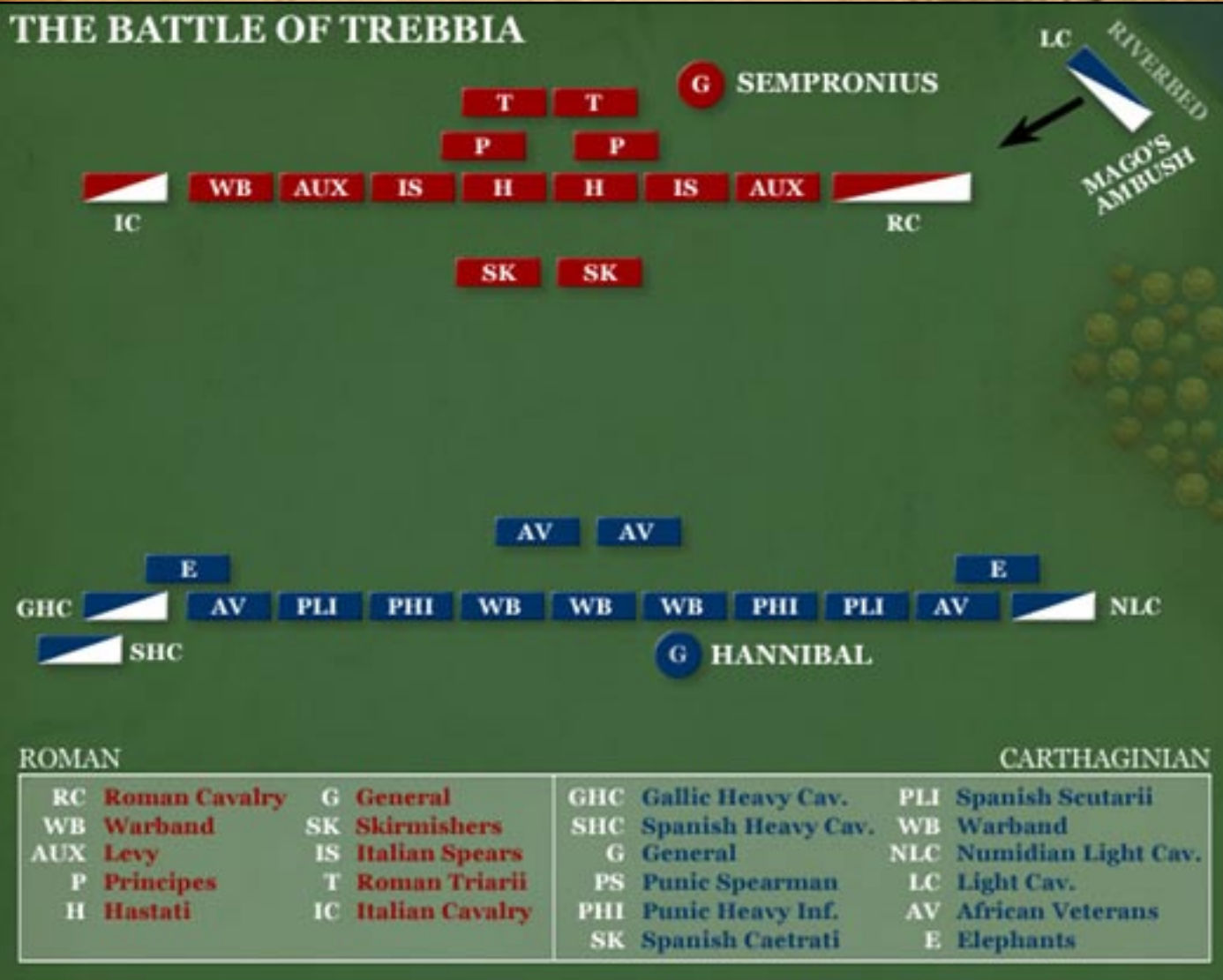
The Romans fostered the idea that Hamilcar coerced his son into hating them, into forging an eternal hatred. Whether this is truth or fiction is irrelevant, hate ran through the veins of Hannibal and it was this hate that was to unseat his entire nation.

After he took over from his deceased brother-in-law Hannibal renewed his father's tactics - war, not politics. In 220 BC he captured Salamanca and it was following this that things got tasty as he besieged Saguntum, an ally of Rome. After a fairly short siege by ancient measurement, 8 months, the town fell and





# THE BATTLE OF TREBBIA



Rome was offended. The capture of Saguntum violated a treaty that Hasdrubal had made with the Roman Republic and the Senate demanded that Carthage hand Hannibal over – it refused.

Not wanting to be seen as cautious Hannibal pushed on and gained control of the Iberian Peninsula. Rome went ballistic at this, the Second Punic Wars was declared and troops were sent to Sicily to combat the threat of an attack.

Hannibal had two brothers (Mago, who some call an 'entertainer', and Hasdrubal (not the dead one, a different one) who is defined as impetuous. Hannibal is often described as a military genius who was brave, cunning and patient. I'm not convinced by this.

I'll go with brave, although you could easily say he was simply driven with a bloodlust for Romans. Then we have cunning, no doubting that. Most of the time he found himself outnumbered, sometimes 2:1, but managed to scrape a victory out of the worst position.

As to patient ...well I'm not sure about that. A quick kill, or even a quick battle to end a war, seems to be Hannibal's style. So there he is in Spain when the Romans send troops to reinforce Sicily and quash his rebellion. Hannibal opts to head off and invade Italy with 50,000 men, 9,000 cavalry and 37 odd elephants and an ego the size of one of his elephants.

Talk about crazy. Over the Pyrenees he goes, crosses the River Rhône and keeps heading for Italy – at this point he has rafts built so that his elephants could cross a river, remarkable when you think about it. And then we have the incredible Alps crossing in the snow.

It's about here that I think Hannibal's plan as a military leader could have done with a bit of what Alexander had – people skills! The smart bit about crossing the Alps was that the lands of the Gauls were within reach. Having been subjugated by the Romans the Gauls were ready for a fight and Hannibal gave them that opportunity, which is probably why



14,000 of so signed up to ally with him after he had defeated a Roman force near Ticinus in what can only be described as a 'cavalry engagement'. But allies were to be a major problem for Hannibal.

## TREBBIA

As you can see from the map included I have chosen Trebbia as my 'favourite' battle for Hannibal. Why? Is a good question. I think it boils down to hard graft and sums up Hannibal in my eyes: he was a great leader of men, but not a great leader of armies.

An odd statement, so let me explain my thoughts. This mighty warrior could compose a magnificent battle plan and lead his men into combat, assured of victory. But he couldn't see the big picture, what he was to do next and as a result Carthage was to suffer at the hands of the Romans in a way that even Hannibal could not have foreseen.

Trebbia is a wonderful example of his battle tactics, how he could form a plan, execute it and watch it come to fruition. Trebbia was action packed. Here are a few extracts from the battle:

- Hannibal's light infantry screen clashed with the Roman skirmishers first. The Velites performed poorly and so withdrew.
- During the Roman advance the Carthaginian horse, elephant and light infantry engaged the Roman cavalry on both flanks of the Roman position. This Roman cavalry broke and ran from the field pursued by the Carthaginian and Numidian cavalry.
- By the time the main battle lines clashed the Roman flanks were under severe pressure from the Carthaginian elephants and light troops. Hannibal's elephants routed the Romans Gallic allies but were eventually driven off by the Roman Velites.
- The Roman centre failed to break the Carthaginian line - despite Hannibal's Gallic war bands beginning to buckle. The opposing heavy infantry remained locked in a deadly, bloody, hand-to-hand struggle.
- At the crux of the battle Mago's ambush was sprung and as he attacked the Romans from the rear the circle around them was complete.

Trebbia was a clockwork encounter, almost scripted. A master blow dealt by a deadly warrior. You can see why Rome took his ambitious forage into Italy seriously, and why after his death many a Roman mother would warn her children that if they didn't behave Hannibal would come for them!

From Trebbia Hannibal was to forge ahead and hammer a Roman army at Cannae - another masterful blow - and then of course we have Zama. Here Hannibal is defeated and Carthage starts on the road to destruction. You could say that Hannibal's guerrilla tactics in the toe of Italy were radical, to say the least, but it was a downward spiral.

He was constantly dogged by the Romans, pushed back, lacking in supplies and reinforcements, often attempting the bizarre in terms of tactics (attempting to seize Rome itself), never signing up the right allies, failing to convince other nations to sign up to his war, and finally it led to his death, by his own hand, and to Carthage's demise.

Hannibal was a true warrior, a great warrior, but he shouldn't have been left to plot the grand plan. On the battlefield he was the equal of anyone, but not, it seems, at the politics of war.

History has it that Hannibal is one of the greatest military commanders and tacticians in history, with the likes of Alexander the Great, Julius Caesar, Subutai, Genghis Khan and Napoleon I of France. Theodore Ayrault Dodge, the military historian, christened Hannibal the "father of strategy." His logic for this: his greatest enemy, Rome, even embraced elements of his military tactics for their own use.

But I personally can't get away from the fact that he constantly overextended his armies. This left him wide open for a Roman counter-invasion of North Africa, forcing him to retreat to Carthage, where he was defeated and exiled.

Hannibal lived first at the Seleucid court, acting as military advisor to Antiochus III in his war against Rome. Another major defeat, naval this time, saw him flee to the Bithynian court. Here the Romans demanded his surrender, but Hannibal refused and chose to take poison over capture.

Something of a sad end for a mighty warrior.



# CLASSIC IMAGES

Another Airfix blast from the past



*Airfix produces a number of models of the Victory, ranging in complexity from the absolute beginner to the ultimate project!*

HMS Victory was the fifth ship of the Royal Navy to bear this name; the first launched in 1559 was the flagship of Sir John Hawkins at the defeat of the Spanish Armada in 1588. The newest ship to be named the Victory was designed by Thomas Slade and was launched on May 7 1765. Her tonnage was 2,162 tons and she carried 104 guns, including 30 thirty-two pounders on the lower deck, 28 twenty-four pounders on the middle gun deck, 30 twelve pounders on the upper gun deck and 2 sixty-four pound carronades on the forecastle. Her full complement was 850 officers and men.

In 1793, she took part in the capture of Toulon and the following year in operations against Corsica. At the siege of Calvi, men and guns from HMS Victory were landed under the command of Captain Horatio Nelson, who lost the sight of his eye from a wound during the siege. In 1797, commanded by Admiral Sir John Jervis, the Victory took part in the battle of Cape St. Vincent, where much of the success was due to the action of Commodore Nelson commanding HMS Captain.

On October 21st 1805, HMS Victory earned undying fame at the Battle of Trafalgar when the combined fleet of France and Spain was defeated. Nelson's tactics confused the enemy and of their 33 ships, 18 were taken, 4 escaped to be rounded up two weeks later, and the remainder struggled back to Cadiz badly damaged. This battle ended Napoleon's bid for mastery of the sea but Nelson himself was wounded by musket fire early in the engagement and died in the Victory's cockpit as the battle ended.

Following an extensive refit, the Victory went back into service and was employed until November 1812. In 1824, she became flagship of the Portsmouth Command, which duty she retains to the present day. Until 1922, the Victory was berthed in Portsmouth harbour, but she was then removed to No. 2 Dock and completely restored to the condition and appearance she was in at Trafalgar. Thousands of visitors now go aboard this famous vessel each year.



# ARE YOU NOT ENTERTAINED?!

## FAST PLAY GLADIATORIAL RULES

By Tom Hinshelwood

*Are you not entertained!* is a gladiator skirmish game for two or more players in which each player takes control of one or more gladiators, fighting it out in an arena of death until a champion emerges. The game uses very simple mechanics but allows players to use tactics and strategy to attempt to gain the upper hand for their gladiator.

### WHAT YOU NEED

In short, just figures, dice (D6's), something to write with and something to write on. The miniatures can be of any scale, but as this is a skirmish game bigger is better. We played the game with some 54mm plastic Italeri gladiators, which only cost about £8 for 12 gladiators (2 of each type) and 4 animals (2 x lion and 2 x bear) which are excellent quality plastic figures, especially for such a low price..

As for the playing area, this can be as simple as just a table, or as elaborate as a fully detailed model arena. For 28mm gladiators you can't really beat the excellent arena from Steve Barber, but for our 54mm's we just used a simple 2' x 2' desert tile.

### THE GLADIATORS

At the end of this article are sheets for eight different gladiator archetypes based on the Italeri miniatures, although the statistics can be used with any comparable gladiators.

The Italeri models are early gladiators and so differ slightly from the classic gladiator types that fought in the Coliseum. There are six different human gladiators (Myrmillo, Provocator, Gall, Scissore, Retarius, and Secutor) and two animals (Bear and Lion).

Each gladiator has his own advantages and disadvantages and their success on the sand will depend on both the luck of the dice and how they are played. All the necessary information needed to control the gladiators can be found on their respective sheets for easy reference. The gladiators are roughly balanced in abilities and fight in different ways.

The double-handed axe-armed Celt or German, for example, has little chance of regularly hitting with his weapon, but when he does he causes horrific damage. The trident-armed Retarius, by contrast, finds it easier to hit consistently with his long trident, but each hit will cause little damage.





## TYPES OF GAME

You can play a simple one vs one duel or one team against another team, or multiple teams against each other, or every man for himself, in fact any variation you like. Just decide what kind of game you want to play and divide the gladiators

## INITIATIVE

To determine initiative each player rolls a D6, adding +1 if the gladiator is wearing Light armour, or subtracting -1 if they are a Heavily armoured gladiator. Medium gladiators have no bonuses or penalties. The highest roll goes first, the second next and so on. Re-roll any draws that occur between those players who drew.

## MOVING

Each gladiator can move a number of "Steps" depending on whether the gladiator is wearing Light, Medium or Heavy armour. The term Step is used to take into account the different scales this game can be played

with. The below table shows how many inches equal a Step depending on which scale you are using. If you are using a scale that is not in the table just select the closest scale on the table to your own.

Scale	Step =
28mm	1 inch
40mm	2 inches
54mm	3 inches

Gladiator Armour	Movement
Light	5
Medium	4
Heavy	3

A gladiator can move up to the number of steps shown in a single turn, and can move both before and after he has attacked. To be able to attack the gladiator must be in base contact with his foe, or within range if he is using a spear or trident.

Once a gladiator has attacked he can only move backwards from his enemy, so that he remains facing his foe. To move backwards 1 Step costs 2 Steps from his Movement allowance. If the gladiator only has 1 Step left of his movement, he cannot move backwards.

## ATTACKING

A gladiator either within weapon range or in base contact with another gladiator can make an attack. On the gladiator sheets each gladiator has three different attacks they can choose from, each of which has their own advantages and disadvantages. The attacks

up appropriately, either by taking turns to select them, or choosing randomly.

## THE RULES

This game uses tables to determine the outcome of fights between gladiators. In short, a player selects which attack his gladiator is to perform and his enemy selects which defence he is to attempt. Both players then roll on the appropriate tables to determine what, if any, damage is caused. The wounded gladiator then rolls for how much damage his armour absorbs and the remainder is taken from his hit points. Once he has reached zero, the fight is over. Either he is killed, incapacitated or yields.

At this point it's best to browse over the gladiator sheets at the end of the article as this will make it easier to understand the rules as they are described.

## THE TURN

A game is divided into turns, and within a turn each gladiator can move and attack once, but they can defend multiple times depending on how many times they are themselves attacked. Once the order of play has been determined (see below) the first player moves and attacks with his gladiator (selecting one, if he is controlling more than one), then the next player and so on.

As soon as all players have had a go, the cycle begins again if more gladiators are in play than players. Once all gladiators have acted, the turn is over and the next one begins.





damage and subtract from the total your opponent's defence. Then, finally, your opponent rolls to see how much, if any, damage is blocked by his armour, and the remainder is subtracted from his hit points.

### HIT POINTS

All gladiators begin with 20 hit points and you'll need some way of keeping track of these. A simple pen/pencil and sheet of paper is the easiest way, though a D20 can be used instead. If it's red then so much the better.

### FUMBLES

If a gladiator's attack results in a fumble he makes himself vulnerable to counter attacks. The next time he is attacked, whether in this turn or the next, the attacker gets to pick an *advantage* from the list below. He must declare which advantage he picks before making any Attack roll.

#### Advantages

Deft Attack	Re-roll Attack, selecting best result.
Crushing Blow	Re-roll Damage, selecting best result.
Precise Attack	Add +1 to Attack roll.
Feint	Select which mode of Defence the enemy gladiator must use.
Disarm	The enemy gladiator automatically misses his next attack.

### FLANKING

When you have moved into weapon range or base contact with an enemy gladiator turn that gladiator to face your own. In the arena all gladiators are acutely self aware and won't allow themselves to be flanked. The exception to this is if a gladiator is already fighting another. In this instance the enemy gladiator is not turned and your own model will count as flanking and receive a +1 to hit bonus to his Attack rolls.

### SPECIAL RULES

Each gladiator has one or more special rules which can be used during a game. Unless otherwise stated special rules can only apply once – think of them as signature moves that the gladiators can perform.

that are easier to hit with cause less damage, and the more damaging an attack the more likely it is to fail. A powerful overhead swing can be lethally effective, but it is clumsy at the same time.

Before rolling for the attack tell your opponent which attack you are performing and he then must decide how best to defend against it. Like attacking, each defence has different results. A dodge is generally more likely to fail than a parry, but if it is successful it will reduce more damage.

A gladiator cannot keep performing the same attack over and over again and must vary his offence. Your gladiator cannot perform the same attack type two turns in a row. So, if you are using the Gall and perform a Cleave attack, you must use either a Slash or a Hack in the subsequent turn.

When it comes to defending it's up to the player how the gladiator defends himself and it's perfectly alright to use the same defence again and again. However, it's best to select your Defence depending on how you are attacked. If you have a better parry than dodge, for example, and your gladiator is on low hit point and your enemy is going to perform a potentially lethal attack, it might be best to try and dodge even though it has less chance of being successful. The parry, though more likely to succeed, will probably not block enough damage to save you.

Once your opponent has stated his defence roll a D6 to determine how successful your attack has been and your opponent rolls to find out how effective his defence has been. Roll the appropriate dice for



## RE-ROLLS AND BONUSES

Many of the special rules provide either re-rolls or bonuses, as do the advantages gained from an opponent's fumble. You cannot combine re-rolls with re-rolls or stack these bonuses. So, you cannot select Deft Attack to re-roll an Attack and then use a gladiator's own special rule to re-roll the same Attack.

## ADVANCEMENTS

As an optional rule gladiators can progress and advance in skill as they win fights. For each opponent a gladiator defeats he can choose one advancement. You'll need to make a note of these as you play. An advancement is either an increase of 4 extra hit points or the ability to use one of his special rules twice per game instead of just once.

There is no upper limit as to how many advancements a gladiator can have, but because of the nature of the game, sooner or later the gladiator is going to be killed which tends to make sure no single gladiator becomes unbeatable.

## THUMB UP OR THUMB DOWN?

If you decide to include advancements in the game

then it is necessary to decide whether a gladiator who loses a fight is killed or not. To do this roll a D6, if you get a 6 then the gladiator in question is spared. This may seem a little harsh, but the gladiator does receive a modifier to this depending on how well he has fought until that point.

### Modifiers

- +2 For each gladiator who he has defeated.
- +1 For each gladiator he has taken to below half hit points

## THE SPIRIT OF FAIR PLAY

Because the rules are extremely simple they do not cover absolutely every incident that could happen in a game. Therefore players will need to use their own judgement when something not explicitly outlined in the rules occurs.

When such an incident takes place agree a simple mechanism to resolve it, or if that isn't possible just roll a dice to see who gets their way. Just remember the game is supposed to be fun, so be ready to compromise.

Happy Hacking!

*Arena by Steve Barber and pre-painted figures from EM4 Miniatures.*





# SCISSORE



In Latin scissores translates as the carvers, and this scissore is a heavy gladiator who is often paired with other heavy gladiators in battles of strength against strength. This scissore is a brutally strong Nubian who is well armoured and uses a gladius and shield.

## SPECIAL RULES

Shield Bash	Make additional Attack, counts as a Slash
Fast Attack	Re-roll Attack dice for Slash or Thrust
Precise Stab	Add +1 Attack to Thrust or Lunge

## Attacks

### Slash

D6	Result	Damage
1-2	Miss	0
3-5	Minor Hit	1D3
6	Hit	1D6+1

### Thrust

D6	Result	Damage
1	Fumble	0
2-3	Miss	0
4	Minor Hit	1D3
5-6	Hit	1D6+1

### Lunge

D6	Result	Damage
1-2	Fumble	0
3-4	Miss	0
5	Hit	1D6+1
6	Critical	2D6+2

## Defences

### Dodge

D6	Result	Damage
1-4	Failure	0
5	Dodge	-1D3-1
6	Dodge	-1D3

### Parry

D6	Result	Damage
1-2	Failure	0
3-4	Parry	-1D3
5-6	Parry	-1D6

## Armour

### Heavy Armour

D6	Damage
1-2	0
3-4	-2
5-6	-4



# GAUL



The Romans conquered vast swathes of Europe and in doing so enslaved the warriors many different peoples. Some of these captives were made to fight in the arena with their native weapons and this gladiator is one of that kind. He is a Gaul armed with a deadly double handed axe which, though clumsy, can smash through any armour.

## SPECIAL RULES

Killing Blow	Re-roll Damage Dice, taking best result
Frenzy	Make free Slash Attack.
Berserk	Add +1 to all Attacks when on 5 hit points or less

## Attacks

### Slash

D6	Result	Damage
1	Fumble	0
2-3	Miss	0
4-5	Minor Hit	1D3+1
6	Hit	1D6+3

### Hack

D6	Result	Damage
1-2	Fumble	0
3-4	Miss	0
5	Hit	1D6+3
6	Critical	2D6+6

### Cleave

D6	Result	Damage
1-4	Fumble	0
5-6	Critical	2D6+6

## Defences

### Dodge

D6	Result	Damage
1-4	Failure	0
5	Dodge	-1D3
6	Dodge	-1D6

### Parry

D6	Result	Damage
1-3	Failure	0
4-5	Parry	-1D3-1
6	Parry	-1D6-1

## Armour

### Light Armour

D6	Damage
1-4	0
5	-2
6	-3



# BEAR



Animal fights often took place in gladiatorial games as warm up acts before the main gladiator fights. Typically only special animal fighting gladiators called bestiarii fought wild beasts, but this bear is ferocious enough to fight as a main attraction against conventional gladiators. It is a massively strong but clumsy animal that uses brute strength to overpower its enemies. Though not armoured, its thick layer of fat and fur offers excellent protection.

## SPECIAL RULES

Berserk	Add +1 to all Attacks when on 5 hit points or less
Savage Attack	Re-roll Attack dice for Bite or Maul
Bear Hug	Make additional Attack, counts as Claw or Lunge

## Attacks

### Claw

D6	Result	Damage
1	Fumble	0
2-4	Miss	0
5	Minor Hit	1D3+1
6	Hit	1D6+1

### Bite

D6	Result	Damage
1-2	Fumble	0
3-5	Miss	0
6	Critical	2D6+2

### Maul

D6	Result	Damage
1-4	Fumble	0
5-6	Critical	2D6+2

## Defences

### Dodge

D6	Result	Damage
1-4	Failure	0
5	Dodge	-1D3-1
6	Dodge	-1D3

### Parry

D6	Result	Damage
1-4	Failure	0
5-6	Parry	-1D3

## Armour

### Heavy Armour

D6	Damage
1	0
2-3	-1
4-5	-2
5-6	-4



# LION

Animal fights often took place in gladiatorial games as warm up acts before the main gladiator fights. Typically only special animal fighting gladiators called bestiarii fought wild beasts, but this lion has been trained to fight against all kinds of gladiators. It is fast and lethally accurate on the attack, but vulnerable at the same time.



## SPECIAL RULES

Pounce

Add +1 to Attack dice

Tear

Re-roll Damage dice, taking best result

Rake

Make additional Attack, counts as Claw

## Attacks

### Claw

D6	Result	Damage
1-2	Miss	0
3-5	Minor Hit	1D3+1
6	Hit	1D6+1

### Bite

D6	Result	Damage
1-3	Miss	0
4	Minor Hit	1D3+1
5	Hit	1D6+1
6	Critical	2D6+2

### Rake

D6	Result	Damage
1	Fumble	0
2-4	Miss	0
5-6	Critical	2D6+2

## Defences

### Dodge

D6	Result	Damage
1-2	Failure	0
3-4	Dodge	-1D3+1
5-6	Dodge	-1D6+1

### Parry

D6	Result	Damage
1-5	Failure	0
6	Parry	-1D3-1

## Armour

### Light Armour

D6	Damage
1-4	0
5	-1
6	-2



# RETARIUS



The retarius was usually pitted against a heavy gladiator in a match up between speed and strength. Traditionally the retarius would be armed with a trident and net, but this early gladiator has just a trident to fend off his foes with.

## SPECIAL RULES

Reach	May Attack enemies 1 step away throughout the game
Fast Attack	Add +1 Attack to Jab or Thrust
Precise Strike	Re-roll Damage dice for Lunge

## Attacks

Jab			Thrust			Lunge		
D6	Result	Damage	D6	Result	Damage	D6	Result	Damage
1-2	Miss	0	1-3	Miss	0	1	Fumble	0
3-5	Minor Hit	1D3	4	Minor Hit	1D3	2-4	Miss	0
6	Hit	1D6	5-6	Hit	1D6	5	Hit	1D6
						6	Critical	2D6

## Defences

### Dodge

D6	Result	Damage
1-3	Failure	0
4	Dodge	-1
5	Dodge	-1D3
6	Dodge	-1D6

### Parry

D6	Result	Damage
1-3	Failure	0
4-5	Parry	-1D3-1
6	Parry	-1D6-1

## Armour

### Light Armour

D6	Damage
1-4	0
5	-1
6	-2



# SECUTOR



Secutores were the typical opponent's of the retarius, and because of this their helmets had eye holes small enough to prevent the prongs of a trident from damaging the secutor's eyes. This secutor is well armoured with both a metal helmet and large shield, but his helmet's small eye holes means he has difficulty seeing some attacks.

## SPECIAL RULES

Shield Bash	Make additional Attack, counts as a Slash
Killing Blow	Re-roll Damage Dice
Precise Stab	Add +1 Attack to Thrust or Lunge

## Attacks

### Slash

D6	Result	Damage
1-2	Miss	0
3-5	Minor Hit	1D3
6	Hit	1D6+1

### Thrust

D6	Result	Damage
1-3	Miss	0
4	Minor Hit	1D3
5-6	Hit	1D6+1

### Lunge

D6	Result	Damage
1	Fumble	0
2-4	Miss	0
5	Hit	1D6+1
6	Critical	2D6+2

## Defences

### Dodge

D6	Result	Damage
1-4	Failure	0
5	Dodge	-1
6	Dodge	-1D3

### Parry

D6	Result	Damage
1-2	Failure	0
3-4	Parry	-1D3
5-6	Parry	-1D6

## Armour

### Medium Armour

D6	Damage
1-2	0
3-4	-1
5	-2
6	-3



# MURMILLO



The mirmillo takes its name from the fish style helmet worn. They were a heavy type gladiator often pitted against one of the lighter types. This mirmillo is a medium gladiator armed with a spear for fighting at range.

## SPECIAL RULES

Reach	May Attack enemies 1 step away throughout the game
Fast Attack	Add +1 Attack to Jab
Precise Strike	Re-roll Damage dice for Thrust

## Attacks

Jab			Thrust			Lunge		
D6	Result	Damage	D6	Result	Damage	D6	Result	Damage
1-2	Miss	0	1-3	Miss	0	1-2	Fumble	0
3-5	Minor Hit	1D3	4	Minor Hit	1D3	3-4	Miss	0
6	Hit	1D6	5-6	Hit	1D6	5	Hit	1D6
						6	Critical	2D6

## Defences

### Dodge

D6	Result	Damage	D6	Result	Damage
1-4	Failure	0	1-3	Failure	0
5	Dodge	-1D3	4-5	Parry	-1D3-1
6	Dodge	-1D6	6	Parry	-1D6-1

### Parry

## Armour

### Medium Armour

D6	Damage
1-3	0
4	-1
5	-2
6	-3



# PROVOCATOR



The provocatores were gladiators that we know little about though it seems they could use a variety of armaments depending on what other type of gladiator they were to fight. This provocator is from the African provinces and is armed with a battle axe. He is a lightly armoured gladiator, who uses his agility to avoid attacks until he can set up a lethal blow with his axe.

## SPECIAL RULES

Killing Blow	Re-roll Damage Dice, taking best result
Fast Attack	Re-roll Attack Dice, taking second result
Warcry	Add +1 to Attack result

## Attacks

### Slash

D6	Result	Damage
1	Fumble	0
2-3	Miss	0
4-5	Minor Hit	1D3+1
6	Hit	1D6+1

### Hack

D6	Result	Damage
1-2	Fumble	0
3-4	Miss	0
5	Hit	1D6+1
6	Critical	2D6+2

### Cleave

D6	Result	Damage
1-3	Fumble	0
4	Miss	0
5-6	Critical	2D6+2

## Defences

### Dodge

D6	Result	Damage
1-3	Failure	0
4	Dodge	-1
5	Dodge	-1D3
6	Dodge	-1D6

### Parry

D6	Result	Damage
1-2	Failure	0
3-4	Parry	-1D3-1
5-6	Parry	-1D6-1

## Armour

### Light Armour

D6	Damage
1-4	0
5	-1
6	-2



# Adler Bavarians in 6mm *By John Urban*

*This is one of those wonderful moments when you say 'sorry' to someone for an error. During a sort out of emails we came across these wonderful pictures submitted to us by John Urban, a reader from Buffalo, USA. They show his fine 6mm Adler Bavarian figures. We're sorry it has taken us so long to show them off for you John, but all we can say is that they really were worth the wait.*



*Based for Grande Armée*







# The Wargames Journal

## Interview



*It has to be said that as wargames traders go the boys from Gripping Beast are amongst the friendlier, always happy to chat about their business and displaying a genuine passion for their hobby. Masters of the Dark Ages the firm has stuck to the 28mm scale and although dabbling more and more into the ancient world the savageness of the Viking never seems to leave them ...*

**WJ: Tell us how GB started? And how the relationship with Vendel operates?**

### **Duncan Patten explains:**

February 1994 - Colin invited me for Sunday lunch while my wife Ruth recovered in hospital following the c-section birth of my daughter Megan. You can only talk about the new addition for so long... our conversation turned to the Dark Ages wargames campaign we were playing and the lack of good figures available.

Because it was a skirmish campaign we wanted as many variants as possible - our collection at that time had all the original GW/Foundry Vikings (17 of them if I remember correctly)...supported by some of the original Citadel 25mm Dark Ages range plus a few Essex and Asgard figures.

I'd been designing a few one-off character figures in Fimo for Call of Cthulhu which I was pleased with and Colin had just

come into some money so between us we decided to buy a casting machine to cast some designs that I was to make.

By the time we got the machine Colin had tried his hand at sculpting with amazing success and between us we knocked out about 50 Vikings (Colin) and Saxons (my sculpts) in Milliput and started casting them from red rubber moulds. We painted them up, had a display case made and turned up with some sample packs to Vapnartak in January 95.

We sold all our sample packs and shortly afterwards made a great contact with Steve at SDD who manufactured our first production moulds, introduced us to Duro and the rest is history. Colin quickly became the main designer, giving up his day-job to sculpt & cast.

The name Gripping Beast describes a Viking art form...which is what we thought we were creating. We basically produced the







figures WE wanted (and needed) and tried to make it a 'one-stop shop' for Dark Ages wargamers ...ships, buildings, livestock & all the main protagonists.

If you look at our early designs, you can see the skirmish background...each figure is an individual - we hadn't even thought of variants!! With WAB we started producing figures that ranked up well - producing a more unified look.

Following the change of Gripping Beast ownership to Andy, Colin decided to start his own company (Vendel) as a vehicle to sell his Fantasy sculpts followed by his Ancient World range and more recently, his Border Reivers. I've dipped in and out as the creative urge (and time) allowed.

#### **Andy 'Lord' Sherwell adds:**

I'd been a chum of Patten Bros Colin, Duncan & Stephen for a few years and GB produced my fave miniatures. In 2000 a chance presented itself to invest in GB so, in a move worthy of Victor Kiam, I jumped at the chance!

**WJ: Why the Dark Ages and why 28mm scale?**

#### **Duncan explains:**

It's been a passion of mine ever since reading Njal's Saga - it's probably the book I've read the most and I tend to pick it up and re-read it every couple of years. From there I read virtually every Saga I could lay my hands on and our role-playing group picked up Runequest Vikings, then Pendragon was converted to Vikings - followed by our own skirmish campaigns which leads us back to why we started

designing our own figures. Why 28mm? It was to fit in with the Foundry, Asgard & Essex figures already in our collection and...to be honest...we lacked the skill to make them smaller!!

#### **Lord S adds:**

Viking Age Britain is the abiding main interest of most of the people involved in GB and so will always be our core period. Personally I just can't get enough of men with moustaches and big choppers. Er, that came out wrong.

**WJ: WAB seems to be the rules of choice for GB. Why is that?**

#### **Darren Harding explains:**

We were using our Viking & Saxons with the Warhammer Fantasy rule set, minus magic & monsters, around the time that Jervis Johnson published his original EIR & Celt lists. We found that it suited the 'larger than skirmish games' we were moving towards as our collections grew.

Then the WAB book came out and we adopted it wholesale as it was easier to read than Lord Sherwell's Fantasy rule book covered in green crayon annotations. The Pattens were also looking to Warhammer for larger games and when WAB was launched, Jervis got Stephen Patten on board to write the Viking Age supplement, Shieldwall.

Masses of playtesting followed and our enthusiasm just snowballed. By the time Lord S and I got involved officially with GB, WAB was fast becoming the most massively popular 28mm rule set for Ancients that it is now.



Since then WAB has gone from strength to strength, more and more of our customers play it, use it to base their collecting on and it has become pretty much the de facto standard for our customer base. So to sum up, the fact that we love it (and it's now the only game we play, when we can!) and our customers love it means we're happy to support it whenever we can.

**Lord S adds:**

You have to admire the work Warhammer Historical have done. They have really shaken some life into gaming. They have attracted many new players with their easy to pick up approach, high production

**WJ: What are your favourite armies? And why?**

**Darren jumps in:**

Vikings! Cos I like Vikings! Rah!

**Lord S:**

Anglo-Danes. It's the only army for real men.

**WJ: Darren is well known for his painting. But does Andy paint?**

**Lord S jumps in:**

I'll have you know my work has featured in many a fine publication. Just out of focus



values and community support. They have raised the standards historical gamers had been used to in the past and I definitely believe that WAB has driven the hobby forwards no end.

**WJ: Tell us a bit about the two of you.**

Darren snorts:  
No chance!

**Lord S adds:**

Don't forget there are more people involved in GB than the two of us, although we are the best looking!

and hidden behind Darren's stuff.

**Darren just looked blankly!**

**WJ: How do you decide what new range comes out, or what ranges get revamped? Close affiliation to Rob Broom at GW and the books that come out of Warhammer Historical seems to drive new armies.**

**Darren explains:**

We have to have an interest in a period, even if it's as superficial as nice looking arms & armour, before we even consider it. Once we have an idea then, most



importantly, the sculptor has to find inspiration in, and want to do, a decent sized range. It then comes to scheduling the research, designing, sculpting, mould making etc while carrying on all our day-to-day activities too!

In regards to Rob Broom and Warhammer Historical, obviously the popularity of WAB means that tying in a range to a future supplement makes good commercial sense and can have an impact on the scheduling of such a range.

We've been fortunate so far in that many, although not all, of the WAB books have focused on periods that we have already got extensive ranges to support. Where we have ranges in support of a particular supplement, we do add to these ranges to fill any gaps that the books bring to light.

What we do NOT do is produce half hearted ranges that neither the sculptor nor us have any interest in just to make some sales on the back of a forthcoming WAB book.

#### **Lord S adds:**

GB is committed to producing well researched and complete figure ranges in support of the gaming community. We are enthusiastic about WAB and its impact on our hobby so it is only natural we support it as wholeheartedly as possible. The authors of the supplements share this view and many have extensive collections of GB figures. But we are not the only ones.

Michael & Simon at Curteys Miniatures are passionate about their ranges (Sung Chinese, Mongols etc) and are involved in the forthcoming Far East supplements in the same sort of way as we have been in previous books. We further support WAB by running Campaign Weekends at GWHQ and have taken a number of display games around the country with Warhammer Historical.

Actually, I would just like to plug the Campaign Weekends. They are fantastic fun and, as well as our campaign, they feature others for Chariot Wars, ECW, Far

East etc.

For the latest display game in support of the Hannibal book we put on The Battle Of Zama - a game featuring over 2000 figures and a load of elephants! Darren has also painted other manufacturers' figures and display pieces for books that we have no ranges to support (in Alexander for example.)

**WJ: So what next from GB?**

#### **Darren explains:**

Just finishing off (for the time being!) the Thematic Byzantines. We are just about to re-release all our civilians & livestock figures - old favourites that we have re-mastered and remoulded.

Also on the way are some more figures to supplement the Rus/Russian range. Our major project for 2006 is the Welsh & Pict range. This will also involve additions to the Romano-British & Early Saxon ranges.

#### **Lord S adds:**

Further down the pipeline are Later Byzantines, Ottoman Turks, Knights of St. John (Knights in Tights!), Teutonic Knights, more Russians.... the list goes on.



*A successful new line of business for GB - shield transfers - from a relationship with Little Big Men Studios*





# POLAND, AUGUST 1944

# KING TIGERS AT

*This scenario is based after the destruction of Army Group Centre and introduces us to the mighty King Tiger II tank, one of Adolf Hitler's 'Super Weapons'. The 501st Heavy Tank Battalion was one of the first to be equipped with this tank and this scenario pits them against Soviet forces near to the village of Ogledow. Richard Marsh, one of the authors of the Rapid Fire rules, has created this scenario for us.*

## INTRODUCTION

Following their destruction of Army Group Centre in the summer of 1944, the Red Army launched a massive offensive across the Ukraine and into Eastern Poland against Army Group North Ukraine. It culminated in the seizure of bridgeheads on the western bank of the Vistula River, notably in the region of Sandomierz. Despite their losses, the German forces were still full of fight and threw whatever units they could muster against the Soviet enclaves.

One of these units was 501st Heavy Tank Battalion, newly equipped with Tiger IIs and under the command of Major von Legat. In common with most of the German heavy tank units in the latter part of the war, the 501st was fated to become a 'fire brigade' force, transferred from place to place as the situation demanded and denied the time to build up an operational relationship with the units it supported.

However, its baptism of fire as a Tiger II unit was yet to come as, on 6th August, all serviceable vehicles were loaded onto flat cars and shipped to Poland, leaving behind 14 of these brand new, but temperamental, monsters in the battalion workshops.

In the vicinity of Staszow, at the southwestern extremity of the Sandomierz

bridgehead, the Soviet 6th Guards Tank Corps was in the vanguard of the Russian advance, the village of Ogledow its latest conquest. However, resistance had hardened and reconnaissance led Corps HQ to order its tank units to pull back and establish defensive positions west of Staszow.

The 53rd and 52nd Tank Brigades were in the likely path of a German attack and attempted to dig their surviving T-34s into the soft, sandy soil, or camouflage them amongst haystacks.

Facing the Russians was 16th Panzer Division, which launched probing attacks across the sandy fields but achieved little success. Although their numbers were depleted and about half their T-34s were only armed with the 76.2mm gun, 6th Tank Corps was effectively supported by assault guns and artillery and the Germans soon realized that something more substantial would be needed to pierce the Soviet lines.

Around August 11th /13th (sources vary on the exact date) the tank crews of 53rd Tank Brigade heard the rumble of powerful





# OGLEDOW

BY RICHARD MARSH

tank engines through the mist that masked the valley in front of their positions. As the vehicles lumbered into view, their tracks struggling to find a grip on the loose surface, the T-34 commanders identified them as enemy Panthers. Waiting until they were at extremely close range, camouflaged Soviet tanks unleashed flanking fire from ambush positions, followed by AP shot from the rest of the brigade's armour and their supporting assault guns.

At least two of the tanks are claimed to have been stopped by close range fire from Lt A.P. Oskin's T-34 using special APDS shot, but it was only on closer examination that the Russians realised these were not Panthers, but a previously unseen type of heavy tank.

Prisoners captured

prior to the action had revealed the arrival of a new heavy tank battalion, but the Russians appear to have had no idea that it was equipped with the Tiger I's replacement.

In fact 501st Heavy Tank Battalion had only been able to muster 11 serviceable vehicles for this attack, due to the mechanical problems that dogged most of the late war German 'super weapons', which tended to be rushed into service without sufficient field trials.

With this assault beaten back the Soviet forces launched a counter attack, surprising the German forces and recapturing Ogledow. Amongst the spoils were three

Tiger IIs, allegedly still in running order and abandoned by their crews. It is likely that these had









suffered minor malfunctions and, as no other vehicle was capable of towing them, couldn't be moved in time.

Other clashes followed which, according to Soviet sources, resulted in the loss of more Tigers to the guns of Soviet tanks, including the IS-IIIs of the 71st Independent Guards Heavy Tank Battalion. Whatever the full truth, the German heavies had been poorly deployed in ill-judged frontal attacks and after the action Major von Legat was replaced as the unit commander.

## THE WARGAME

This is an amalgam of the three days of confused fighting that took place between 11th and 13th August east of Staszow. The game pits a German armoured force made up of units of 16th Panzer Division and part of 501st Heavy Tank Battalion against the tanks and SP guns of 6th Guards Tanks Corps, supported by elements of 71st Independent Guards Heavy Tank Battalion and 97th Guard's Rifle Division.

## THE MAP

This is a stylised version of the terrain between Staszow and Nemetzine. The area of the 7' x 5' table is bordered on the right by a tributary of the Vistula and on the left by extensive forest, some of which extends onto the playing area. Most of the battlefield is flat, with only hill 247.9 and the low hills (actually sandy dunes) rising above the rest.

## OBJECTIVES

### **German Player:**

Break through  
the Soviet

defences and reach the road running along the enemy's edge of the table with at least three vehicles.

### **Soviet Player:**

Prevent a German breakthrough.

## DEPLOYMENT

The Soviet player may use concealment and map all elements of their force, only placing them on table when observed by the enemy. The bulk of the Soviet units must initially deploy below the red line indicated on the map, but up to one armoured vehicle, one infantry company and one support weapon may deploy between the red and the yellow lines.

The German force enters in an order and formation decided by the player. The shorter than usual table length helps simulate the effect of the early morning mist on visibility, by allowing the German force to deploy relatively close to the Soviet lines.

Soviet tanks and SP guns on the table at the beginning of the game may be dug-in or camouflaged (see special rule below). Infantry and support weapons may be dug in.

To reflect the fact that the first step taken by the Soviet forces to repel a German counterattack was to sow mines, the Soviet player may also pre-position two marked and two unmarked (but mapped) minefields, anywhere between the yellow line and their edge of the table.





## SPECIAL RULES

1. All Soviet tanks dug in at the beginning of the game are treated as partially concealed. Camouflaged tanks, unless they fire, are considered in cover, but 53rd Brigade's T-34s are tested as if they are infantry/support weapons under the observation rules, to reflect the very effective use of camouflage made by this unit.

2. The sandy soil affects movement in the following ways: Tanks deduct 2" for each change in direction when moving cross-country. Dug-in tanks take one full move to reverse out of their pits before they can move normally on table. They may fire during this move, but while doing so are classed as moving.

3. Hill 247.9 may be crossed by tracked vehicles at half cross-country speed.

4. Forested areas are impassable to all vehicles and are treated as continuous obstacles for infantry.

5. 53rd Brigade's T-34s are allowed one round each of special APDS ammunition. Treat this single shot as from a Type 2 gun.

6. The Soviet reinforcement (one T-34/85) arrives at point X as follows: roll 1 x D6. You may make this as a secret roll, as in not letting the German Commander know when!

**1-2 = Move 5**

**3-4 = Move 6**

**5-6 = Move 7**

## MORALE

The tanks of 53rd Tank Brigade are classed as elite for the purpose of this game. All other units on both sides are classed as regular.

## TACTICS

On the surface this appears to be a pretty straightforward attack and defence game, but both commanders will have to use some tactical imagination to counter the other side's advantages. On the German

side these undoubtedly include the thick hide and powerful guns of the Tiger IIs and on the Soviet side the ability to use concealment and dug-in positions.

Notice the lack of German reconnaissance units. Their armoured forces had become used to Soviet troops fleeing from swift Panzer-led attacks. This over confidence led to some nasty surprises for units transferred to the Western Front and became very risky (as this action showed) as the Red Army gained in expertise and confidence. Using part of the German force as an ad hoc recce unit may prove to be useful.

## GAME DESIGN NOTES

16th Panzer Division probably had elements of three tank battalions available near Staszow. One was equipped with Panthers, one with Panzer IVs and the third with StuG IIIs. The division would have suffered significant losses during the battles east of the Vistula and appears to have had no Panthers left by August 20th. However, I chose to support the Tigers' attack with Panthers because of the number of references to this type in Soviet sources.

There is no air support included in this game. Although aircraft are mentioned in contemporary accounts, they seem to have had little impact on the land battle and appear to have become distracted by aerial combat.

As a result I have omitted AA units, but if players decide to add a ground attack element (say a Focke-Wulf 190 bomber and IL-2 Sturmovik) I would suggest adding a Sdkfz 251/21 'Drilling' and a Gaz-42 halftrack mounted 37mm gun respectively to the ground forces.

## DOWNLOADS

The following files are Adobe Acrobat PDFs and contain the necessary information pertaining to the Orders of Battle, Special Rules and Map for both sides to utilise when playing this scenario.

German and Soviet Orders of Battle  
Scenario Special Rules



# GENERALS

CLICK THE NAME OF THE GENERAL TO READ HIS ARTICLE

LEONIDAS

HANNIBAL

MARC ANTONY





# Taboo Wargaming!

We've had an amusing little gremlin raise its ugly head around Wargames Journal office again, the subject of what is and what isn't OK to wargame. It all kicked off because of several emails we were sent following the arrival of Issue 5 of the magazine.

In it we had a single page showing off our 1982 Lebanon War vehicles. About 20 of you contacted us to say how much you liked the vehicles, asked what make they were and generally chatted about the period and collecting figures/vehicles for this conflict.

Well the blue touch paper was well and truly lit! Voices were raised even more so than the discussions over who gets what desk in what room in our upcoming office move. The views did, as usual, polarise over what is distasteful and as ever we didn't really move forward much. But it did get us all thinking about the subject and as a result we want to get your feedback on it.

In the next week or so following May 25th our new online Forum will go online and one of the discussion groups we will set up is for this subject. We would like to chat to you about the possible taboo subjects that aren't wargamed by some of you. So please watch out for the new Forum and come along for a chat. We want to make the Forum work for the magazine; a place where you can help shape what goes inside Wargames Journal, both online and also within the new paper magazine.

## MY VIEW

I guess I personally fall into the category of as long as it isn't too distasteful then I'm happy to wargame it. The 1982 Lebanon War stuff used to be in my own collection before it was 'donated', I prefer to use the words 'forcibly removed by others!' to the magazine for safe keeping. I bought the models at Bring and Buy for about £250 I seem to remember and I sadly have absolutely no idea what manufacturers it all comes from.

The collection, which is very large, caught my eye and I remember thinking that it would be an interesting conflict to wargame. I had no worries over sensitivity, that 1982 was too close for comfort. Little did I know that finding a player to wargame the models with would pose a problem? The subject seemed too much

for people. The only gamer I found who didn't have any troubles at all with it is Steve Ord, who we're happy to announce is coming back to make models for us. Steve served in the First Gulf War with the Coldstream Guards, and thinks that gamers get bent out of shape for no reason.

"It's not real. It's a bloody game," spluttered Steve when we chatted about taboo gaming. "You paint some models or soldiers, roll some dice, dead simple and no one dies, unless they manage to choke on the dice or a dodgy sandwich."

As ever Steve's sense of humour grounded me a little. He added, "As I've said before dice and metal figures are no replacement for the real thing. The adrenalin buzz that hits you, the same one that has you shaking uncontrollably after a fire-fight, leaves you looking around to make sure your mates are still alive. It's a game that, if you are like me, allows you to explore the history of the battle and people. I never fought in the French Indian War or American War of Independence, but I am very into those periods. I don't think about the men who died for their cause, whether I am gaming a Mohican Native or a Mogadishu Militiaman. I play the game – not the morals."

## COMPLEX SUBJECT

I've only ever found myself thinking that a subject was too close to home and that involved our 28mm scale Pegasus Bridge project that will see us play the glider mission in 1-to-1. While we were chatting about it the idea of actually naming the figures for the real men involved came to mind. I've never seen four wargamers go quiet quite as quickly and universally say "no chance, that's bad taste."

Even I, the man who will roll dice at more or less anything, didn't like that one. It wasn't that it was too close to home, I game WWII as much as I can, but the idea of me getting someone killed on Pegasus Bridge, who actually survived in real life, just felt very, very odd!

So to conclude, we're interested to open this debate in our new Forum when it goes active because it will help us shape what articles go into Wargames Journal.

**Neil Fawcett**



# HAVE YOU THE GAUL?

DBA based 15mm Gaul miniatures from Corvus Belli





# WJ GOES INTO PRINT

## WITH A HUGE OPENING OFFER!

Here at Wargames Journal we've been amazed at the response to the PDF magazine that we launched last November. Between them the November to March issues are approaching a staggering 500,000 downloads across the world and the demand for a print version has been huge....so huge in fact that we can't ignore it.

So we're doing just that: we're delighted to announce that Wargames Journal is going into print. We'll be producing a **100 page magazine** - certainly the UK's biggest wargames publication and we daresay a few other countries as well - that's every bit as graphically rich as the PDF you've all been downloading in such enormous numbers for the last few months, packed with articles and every page in glorious **Full Colour**.

**Priced at £3.95** (plus P&P), Wargames Journal will be printed monthly and available to buy exclusively through [www.wargamesjournal.com](http://www.wargamesjournal.com). There will also be great value 6 and 12 month subscription packages. With all this on offer we don't think you'll get the value that Wargames Journal will give anywhere else.

But we don't expect you to part with £3.95 an issue without showing you we mean business first and that we'll deliver what we promise. So, the first issue of Wargames Journal will be a **Sampler issue - 48 full colour pages** packed with articles and features and we're offering it at **just £1.50 for UK customers, £2.50 for Europe & surface mail and £3.25 airmail - including delivery!!** Our Sampler issue ships in the first week of June and we think you'll agree after seeing it that WJ is well worth £3.95 a month and that you'll want to take out a subscription. You can **order your Sampler now in our new online Shop**. Don't delay - at this price there are a limited number of copies available and you won't want to miss out!

We welcome advertising in the print version of Wargames Journal and have put together some very attractive rates for our Sampler issue that can be

downloaded here. There's limited advertising space available so early booking is advised.

Does this mean an end to free content on [WargamesJournal.com](http://WargamesJournal.com)? Absolutely not. Whilst April will be the final PDF magazine, Wargames Journal's online content will continue to be free. We'll be adding articles each month that won't be featured in the magazine and Tom Hinshelwood will ensure the web site is loaded with quality content.

And it doesn't stop there - we'll shortly be adding a discussion forum to Wargames Journal. If there's one thing we've learned about wargamers during the three plus years of Wargames Journal's existence it's that you all like to talk to each other. So, with tens of thousands of you logging on each month you'll have the means to do just that. With the new magazine on the way for a start, there'll be plenty to discuss!

And we've got even more things planned for the future - keep checking back to Wargames Journal for more announcements, including an online Gallery where you can post pictures up for the wargaming world to see. Wargames Journal is well and truly on the move and here at HQ we're very excited about what the future holds. We hope you'll want to come on board for the ride.

